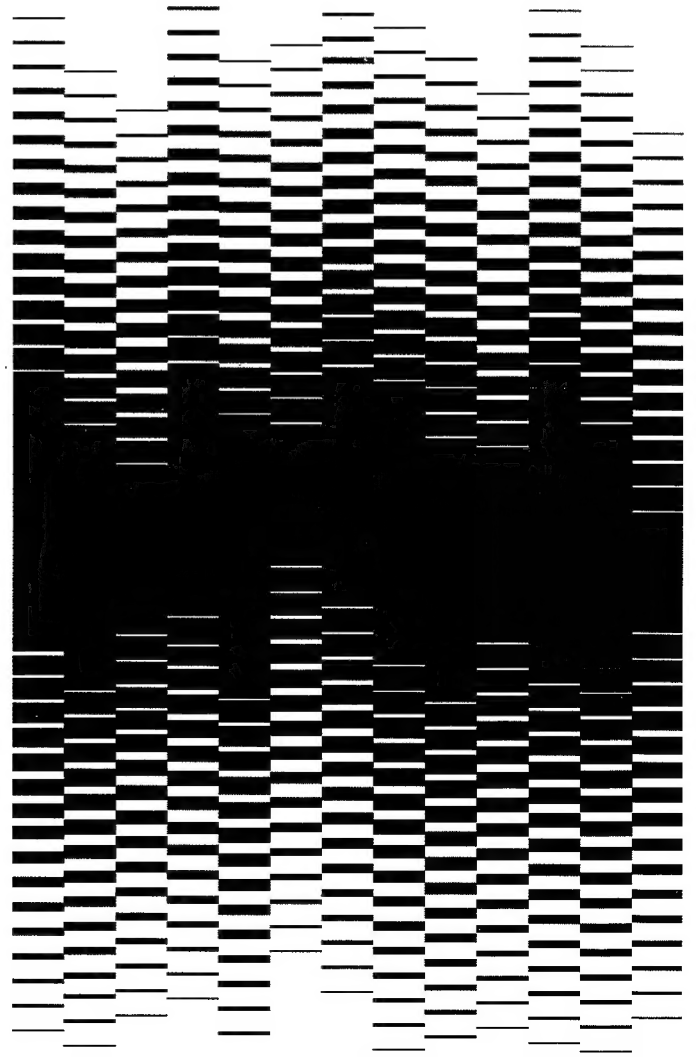


KAWAI

Digital Electronic Organs

KL3-KL4

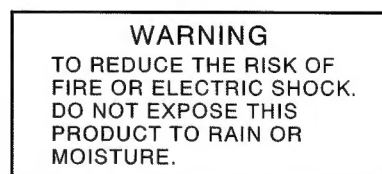
Owner's Manual



IMPORTANT SAFETY INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water - for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
4. The product should be located so that its location or position does not interfere with its proper ventilation.
5. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
6. Keep the instrument away from electrical motors, neon signs, fluorescent light fixtures, and other sources.
7. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. This product may be equipped with a polarized line plug (one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.
9. Always turn the power off when the instrument is not in use. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
10. During an electrical storm, turn off the power and unplug.
11. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
12. The product should be serviced by qualified service personnel when:
 - A. The power-supply cord or the plug has been damaged; or
 - B. Objects have fallen, or liquid has been spilled into the product; or
 - C. The product has been exposed to rain; or
 - D. The product does not appear to operate normally or exhibits a marked change in performance; or
 - E. The product has been dropped, or the enclosure damaged.
13. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.



AVIS: RISQUE DE CHOC ELECTRIQUE -NE PAS OUVRIR.

TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

Thank you for purchasing the Kawai electronic organ.

The Kawai KL series incorporates Kawai's special sound source and has realistic type PCM sounds along with a wide variety of organ sounds. This electronic organ is also provided with a full and diverse range of automatic accompaniments.

Please read this manual carefully in order to make optimal use of your Kawai electronic organ.

MAIN FEATURES

● Realistic PCM Sounds

Enhances your performance with prominent realistic sounds that emulate acoustic instruments.

● Rich Range of Organ Sounds

Provides not just realistic tone quality but also a unique, warm enveloping type of organ sound that dramatically increases the scope of your performance.

● Easy Diverse Range of Auto Accompaniments

Incorporates a feature which provides melodious and dramatic back ground accompaniment patterns in addition to the chords played in conventional auto accompaniment style. Its almost like having your own custom band that automatically plays any of a wide range of selections at your request!

Selecting chords is easy - just use one finger to press a key.

● Touch Response

Controls the loudness according to the strength with which you press the keys. This lets you express your feelings just the way you want during a performance.

● Real Time Sequencer

Records and plays back your performance just as you played it, thanks to an internal 2-track sequencer. Really simple to operate!

Songs can also be stored on a memory card.

● Memory Card

Allows you to store the recording of your performance, or registration used in the performance, from the sequencer onto a custom memory card.

These cards can be stored as a library for easy recall of the tunes whenever needed.

● Digital Reverb

Yields clear, beautiful reverb effects, thanks to the digital reverb function incorporated into the KL4.

● LCD Multi-display

Makes the screen easy to see with a bright backlighting display.

● Memory Registration

Lets you change performance settings instantaneously with an internalized memory registration function.

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☆ Parts and Functions

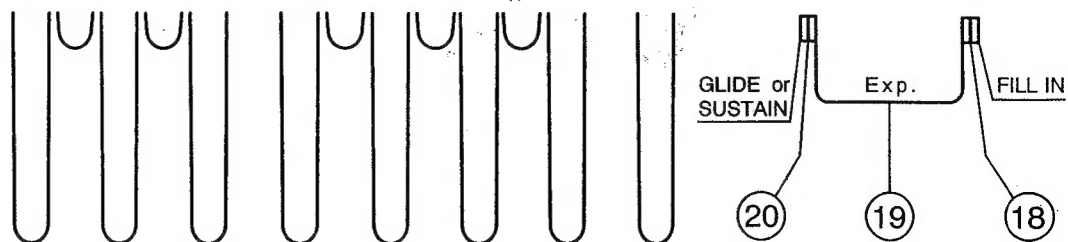
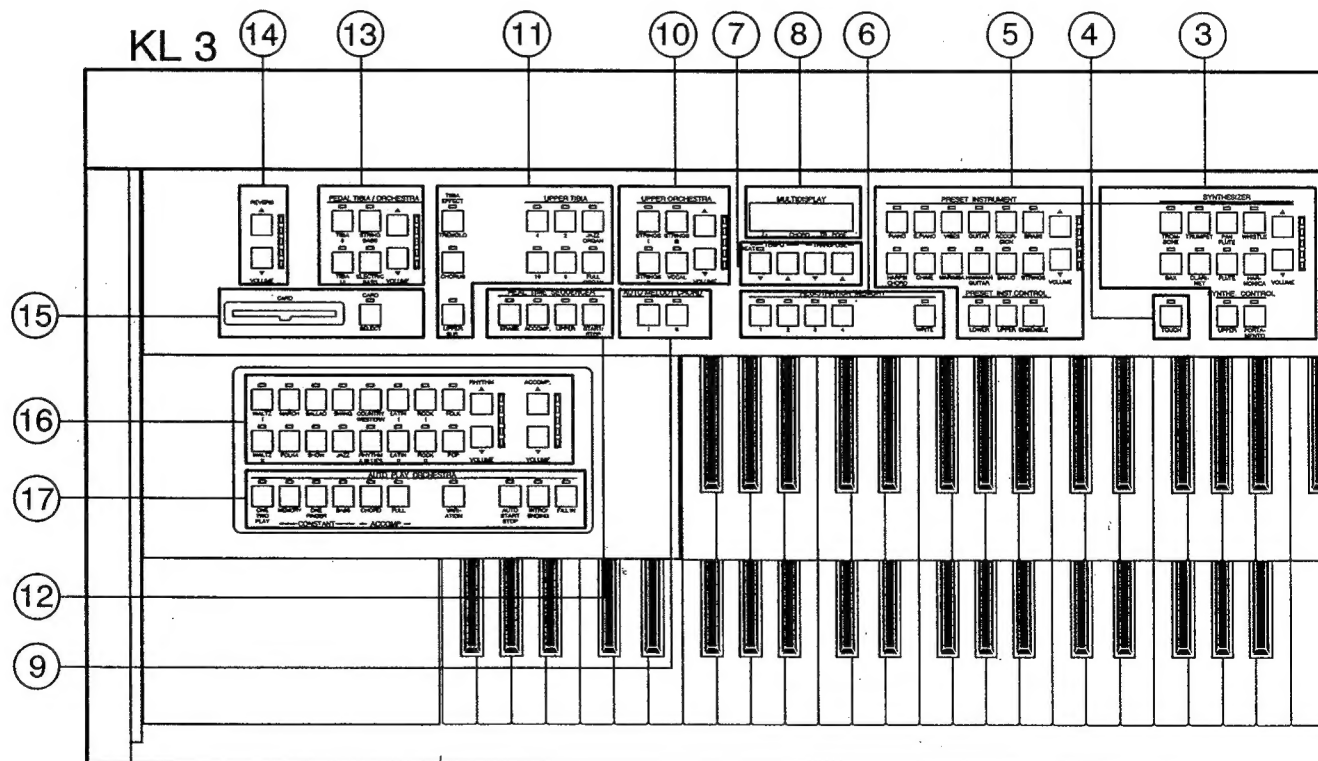
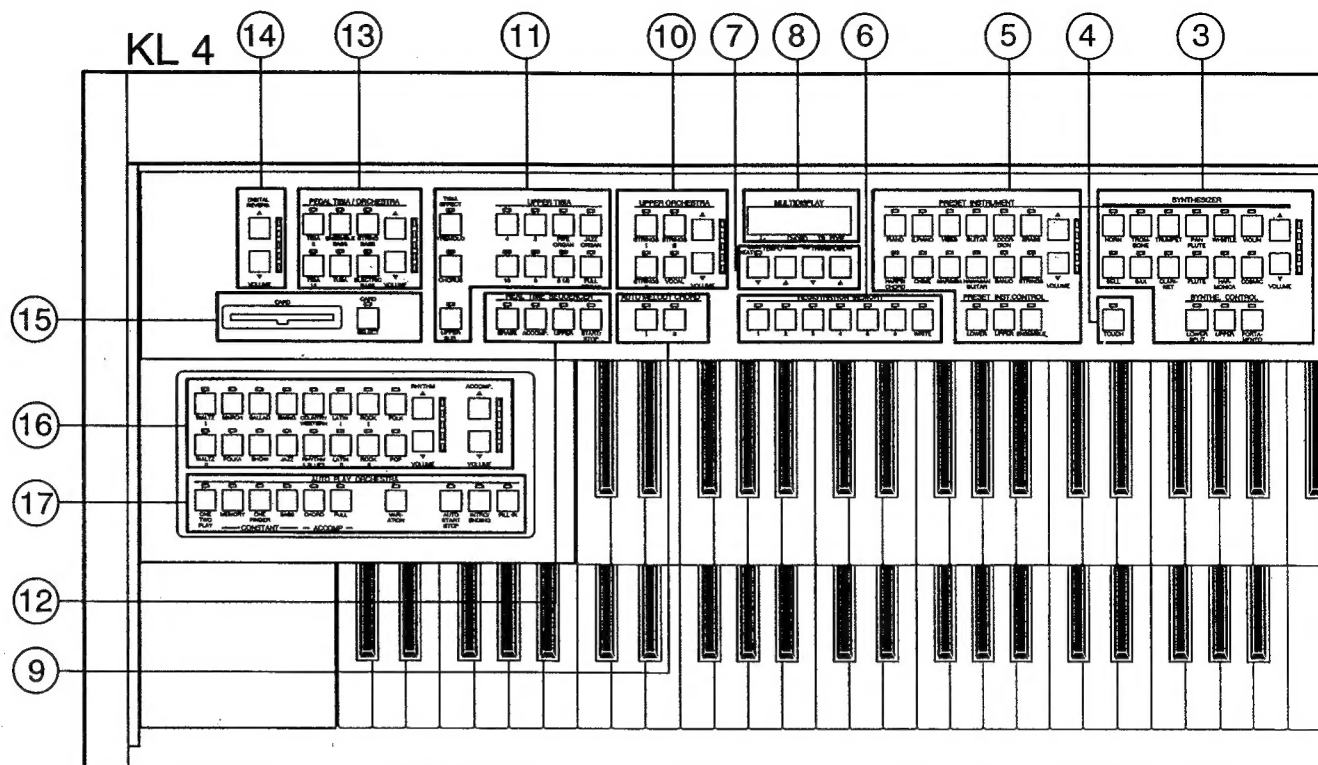
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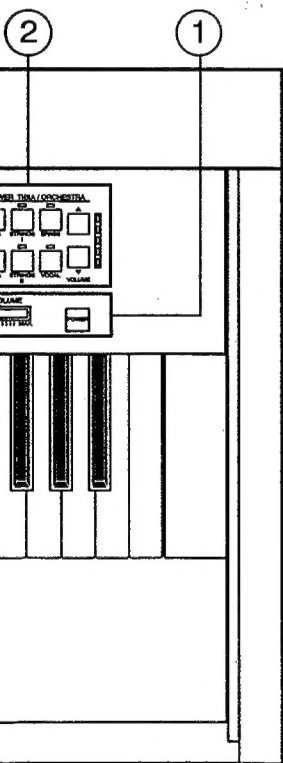
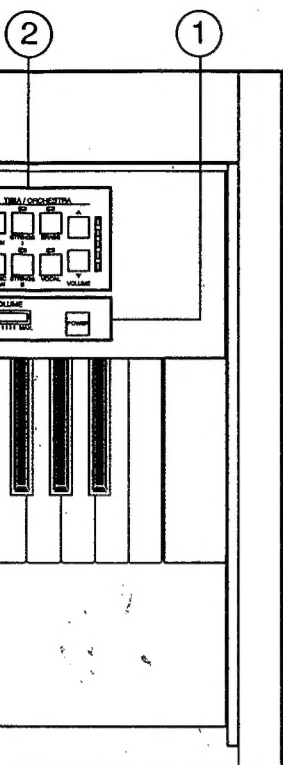
How to Care for Your Kawai Organ

Here are some general rules to follow.

- 1) Always plug your KAWAI into a standard voltage AC line for your area. Plugging into a DC outlet will cause damage.
- 2) To remove any greasiness from the cabinetry, keys, or pedals, use a damp cloth and a little mild soap. Be sure to wipe dry with a soft cloth.
- 3) Do not expose your KAWAI to direct sunlight, cold drafts or radiator heat.
- 4) The battery protecting the sequencer/registration memory contents should last for three years. Replacement is not a job for an amateur. Have an authorized repairman replace the battery.

Parts and Function





- ① POWER SW. & TOTAL VOLUME
- ② LOWER TIBIA / ORCHESTRA BLOCK
- ③ SYNTHESIZER BLOCK
- ④ TOUCH
- ⑤ PRESET INSTRUMENT BLOCK
- ⑥ REGISTRATION MEMORY
- ⑦ TEMPO & TRANSPOSE
- ⑧ MULTI DISPLAY
- ⑨ AUTO MELODY CHORD
- ⑩ UPPER ORCHESTRA BLOCK
- ⑪ UPPER TIBIA BLOCK
- ⑫ REAL TIME SEQUENCER
- ⑬ PEDAL TIBIA / ORCHESTRA BLOCK
- ⑭ REVERB
- ⑮ MEMORY CARD
- ⑯ RHYTHM BLOCK
- ⑰ AUTO PLAY ORCHESTRA BLOCK
- ⑱ RIGHT FOOT SW.
- ⑲ EXPRESSION PEDAL
- ⑳ LEFT FOOT SW.
- ㉑ HEAD PHONE JACK



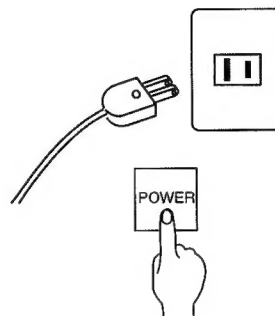
○
HEADPHONE JACK

㉑

1

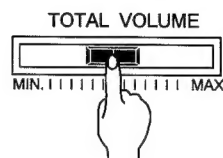
Setting Up

- 1 Insert the plug into the power outlet.

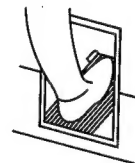


- 2 Set the power switch to ON.

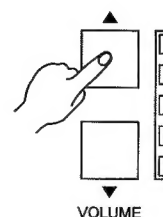
- 3 Set the TOTAL VOLUME slide switch to the center position.



- 4 Press the Expression pedal halfway down.



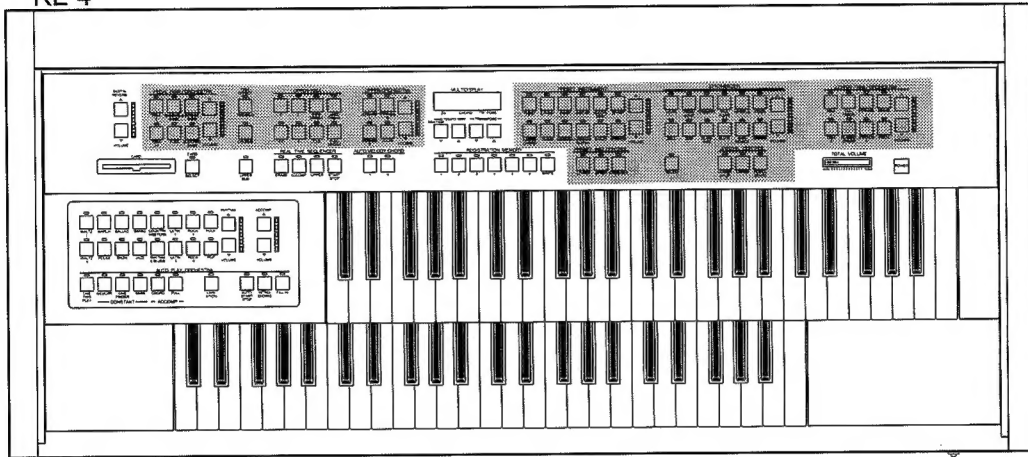
- 5 Set each volume control.
As each VOLUME ▲ button is pressed, the sound increases and the lamp lights up. As each VOLUME ▼ button is pressed, the sound decreases and the lamp turns off.



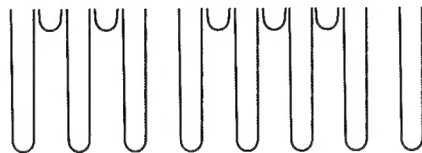
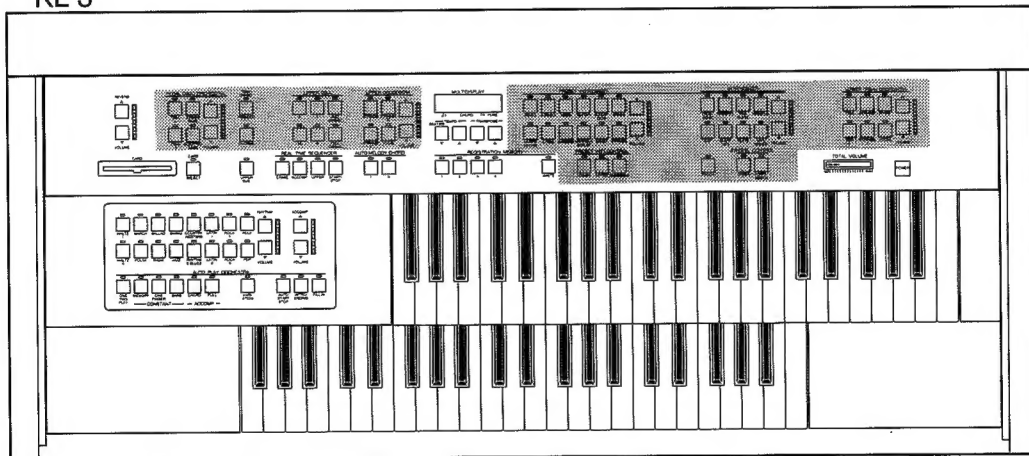
2

The Tone - Effect - Volume Controls

KL 4



KL 3



GLIDE or
SUSTAIN Exp. FILL IN

○
HEADPHONE JACK

2-1 UPPER TIBIA

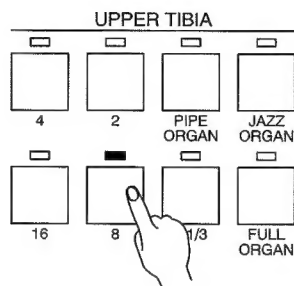
Select the TIBIA sound for use on the upper keyboard.

The TIBIA section can be played by selecting between the 16 and 2 foot pitch combinations or using the PRESET TONE buttons to select sounds such as JAZZ ORGAN.

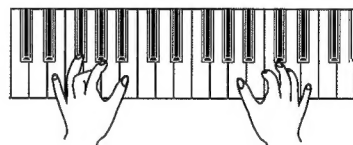
■ PITCH Combinations

The KL4 offers 5 and the KL3 offers 4 pitch types.

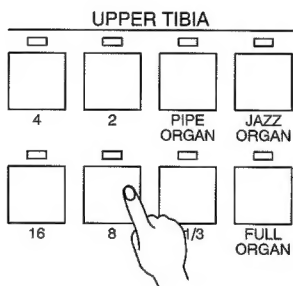
- 1 Press the pitch button to select the sound you want to play, and the lamp for the corresponding button will light.



- 2 Play starts.
The sound chosen for the pitch combination is played.



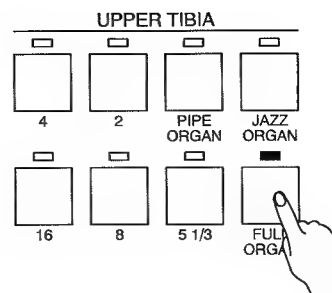
- 3 In order to change the pitch combination or in order to turn off the present voice, press the pitch button which is lit up.
The lamp for that button will turn off and the pitch sound will stop.



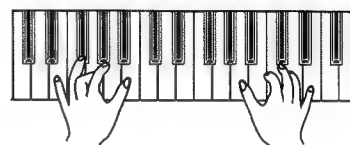
■ ORGAN SOUND Selection

In the KL, Preset Tone such as JAZZ ORGAN (separate from pitch) are available.

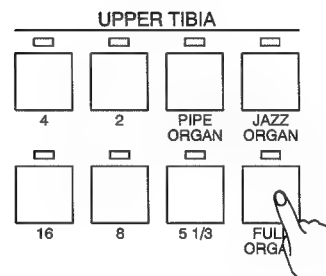
- 1 Press the Preset Sound button for the sound you want to play, and the lamp for that button will light up.



- 2 Play starts.
The selected sound is played.



- 3 In order to change the sound or in order to turn off the Preset Sound, press the button which is lit up.
The lamp for that button will turn off and the Preset Sound will stop.



★ UPPER TIBIA VOLUME

In the KL, besides setting the standard Upper Tibia volume, other volume controls may affect the overall volume. Use the Total Volume control for making Upper Tibia volume adjustments.

★ Pitch and Preset Tone

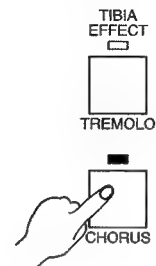
Pitch and Preset tone cannot be chosen at the same time. When either the Pitch or the Preset sound button is pressed, the lamp for the other function goes out.

■ TREMOLO/CHORUS

Adds Tremolo and Chorus to the Tibia tones. These effects can be added to the sounds selected in the Upper and Lower Tibia sections.

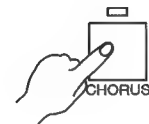
- 1 Press the button to select the effect you wish to add.

Choosing TremoloAdds a quick undulating tone.



Choosing ChorusAdds a slow undulating tone.

- 2 Press the button whose lamp is lit in order to turn off that effect. The lamp then turns off and the effect stops.



- ★ Tremolo and Chorus cannot be chosen at the same time.
- ★ An effect will not be played if the Tibia section is not selected.

■ SUSTAIN

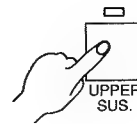
Sustain adds a lingering effect to the Upper Tibia sound.

- 1 Press the UPPER SUSTAIN button.
The lamp for the button lights up and the Sustain feature is now added.



- 2 Press the button again, in order to turn the effect OFF.

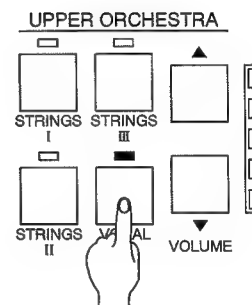
The lamp turns off and the effect ceases.



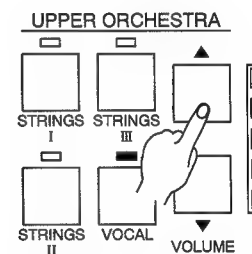
2-2 UPPER ORCHESTRA

Choose the ORCHESTRA section on the upper keyboard.
The ORCHESTRA section contains 4 sounds which can be selected.

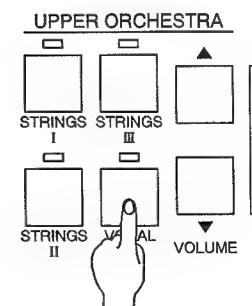
- 1 Press the button for the sound to be played. The lamp for that sound lights up.



- 2 Adjust the volume as shown, while playing on the keyboard.



- 3 To switch to another sound, simply press the button for that sound.
To turn off a sound, press the corresponding button that is lit. When turned OFF, the lamp for that sound is switched off.



2-3 LOWER TIBIA/ORCHESTRA

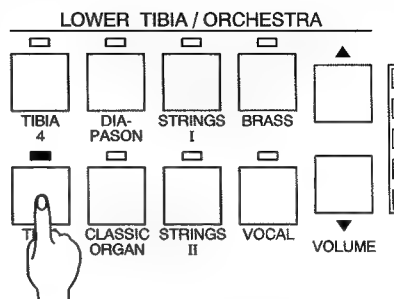
Select the Lower TIBIA and ORCHESTRA sounds to be used on the lower keyboard.

TIBIA can be played in 8 and 4 foot pitch combinations and on the KL4 can be selected with the PRESET TONE buttons.

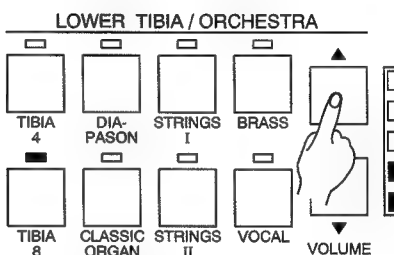
In the ORCHESTRA section, 4 sounds can be selected.

- 1 Press the button for the sound you wish to use.

The lamp for that sound lights up.

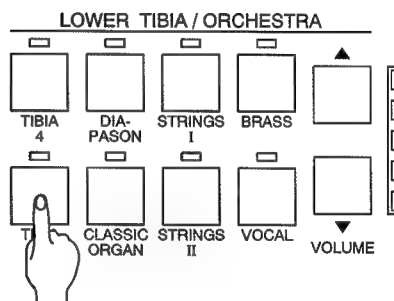


- 2 Adjust the volume while playing on the keyboard.



- 3 To switch to another sound, simply press the button for that sound.

To turn off a sound, press the corresponding button that is lit up. When turned off, the lamp for that sound is switched off.



★ Pitch and Preset Tone on the KL4

Pitch and preset tone cannot be chosen at the same time. When either a Pitch or a Preset Sound button is pressed, the lamp for the other function goes out.

2-4 PRESET INSTRUMENT

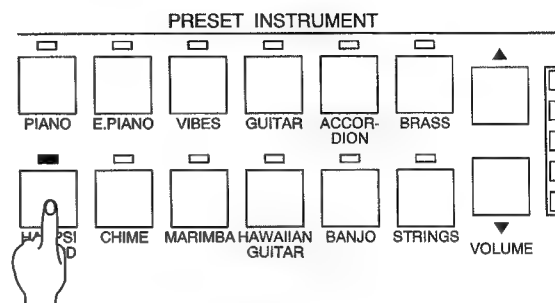
This feature allows selection of polyphonic type sounds, for example, a piano.

The UPPER/LOWER Preset Instrument sounds can be assigned to the UPPER or LOWER keyboard, or both keyboards simultaneously.

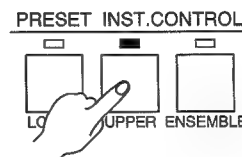
The polyphonic feature also applies to the synthesizer block sounds.

■ Playing the PRESET INSTRUMENT BLOCK

- 1 Press the button for the sound that is to be played. The lamp for that sound lights up.



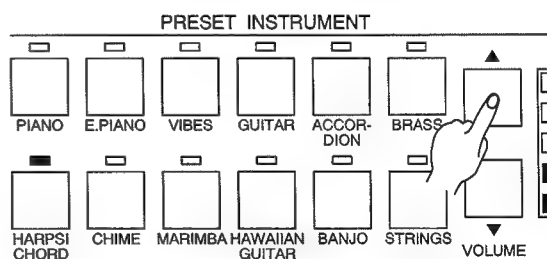
- 2 Select either the UPPER or LOWER keyboard when assigning the PRESETS using the PRESET INST. CONTROL - UPPER or LOWER buttons.



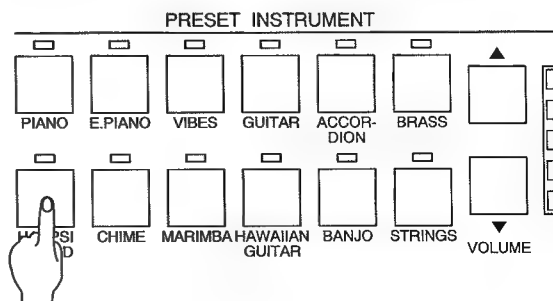
When UPPER is on...the PRESET INSTRUMENT selected is heard on the upper keyboard.

When LOWER is on...the PRESET INSTRUMENT selected is heard on the lower keyboard.

- 3 Adjust the volume as shown, while playing on the keyboard.

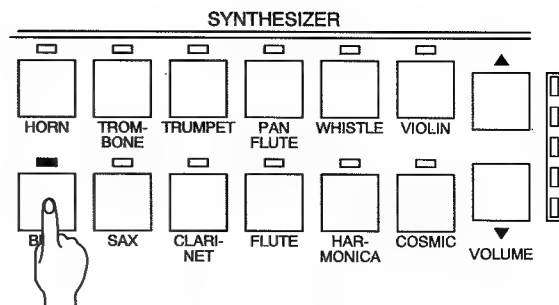


- 4 To switch to another sound, simply press the button for that sound.
To turn off a sound, press the corresponding button that is lit up. When turned off, the lamp for that sound turns off.

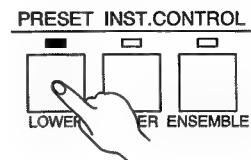


■ Playing the Synthesizer Block

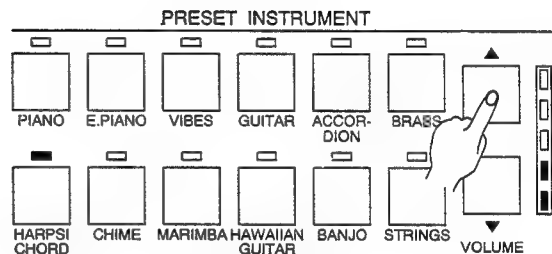
- 1 Set the UPPER and LOWER SYNTH. CONTROL buttons to OFF (only the UPPER buttons on the KL3). Next, select a sound from the Synthesizer block, by pressing its button. The lamp for the button that was pushed lights up.



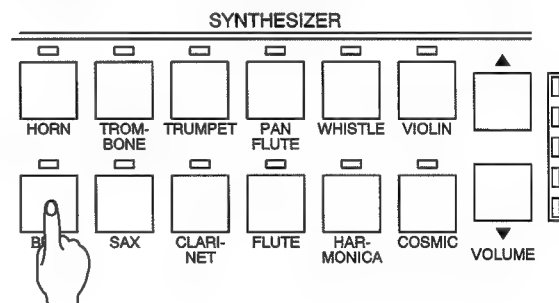
- 2 Select the keyboard using the PRESET INST. CONTROL - UPPER or LOWER buttons.



- 3 Set the volume using the control on the PRESET INSTRUMENT section of the keyboard.



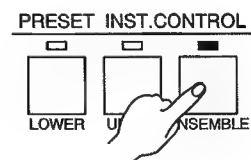
- 4 To switch to another sound, simply press the button for that sound. To turn off a sound, press the corresponding button that is lit up. When turned off, the lamp for that sound turns off.



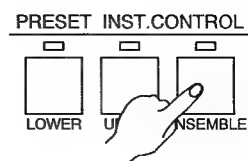
■ ENSEMBLE

This effect adds depth to the sound chosen with PRESET INSTRUMENT.

- 1 Press the ENSEMBLE button. The lamp for the button lights up and the ENSEMBLE effect is added.



- 2 To turn off the ENSEMBLE effect press the button for that effect and its lamp will be switched off.



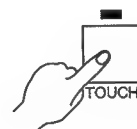
★ The ENSEMBLE effect halves the polyphony.

■ TOUCH

The strength of your touch will control the volume of the sounds from both the PRESET INSTRUMENT and SYNTHESIZER sections, when this effect is selected.

- 1 Press the TOUCH button.

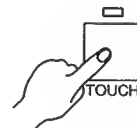
The lamp for that button lights up and the TOUCH effect is selected.



When TOUCH is on...the sound varies according to the strength with which the key is pressed. Pressing hard produces increased loudness while pressing lightly produces decreased loudness.

When TOUCH is off...a standard loudness level (set with the control) is produced no matter how hard the keys are pressed.

- 2 Press the TOUCH button to turn off the effect. The lamp will turn off and the effect stops.

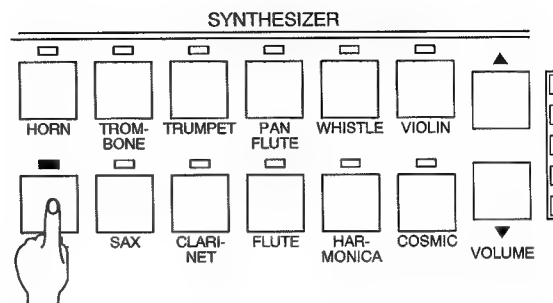


2-5 : SYNTHESIZER

This feature allows selection of monophonic type sounds, such as those from a trumpet. Synthesizer sounds can be selected from either the UPPER or LOWER buttons (or both simultaneously) on the KL4. In the case of the KL3 only the UPPER buttons can be used.

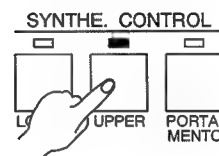
■ Setting the Sound

- 1 Press the button for the sound that is to be played. The lamp for that sound lights up.



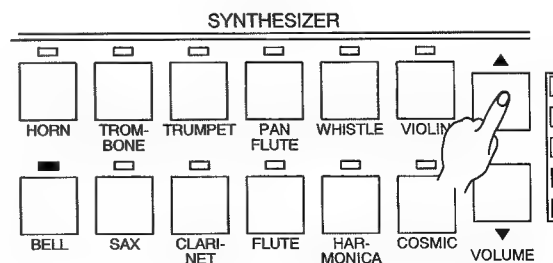
- 2 Select the keyboard using the SYNTHESIZER CONTROL - UPPER or LOWER buttons (KL3 is UPPER only).

When UPPER is on...the voice selected on the SYNTHESIZER section will sound when you play the upper keyboard.



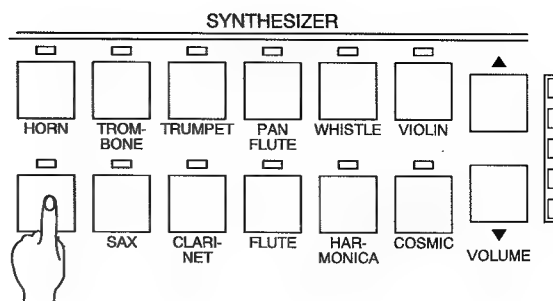
When LOWER is on...the voice selected on the SYNTHESIZER section will sound when you play the lower keyboard, but only from G4 and up. The keys below G4 will not sound with the SYNTHESIZER voice selected.

- 3 Adjust the volume as shown, while playing on the keyboard.



- 4 To switch to another sound, simply press the button for that sound.

To turn off a sound, press the corresponding button that is lit up. When turned off, the lamp for that sound turns off.

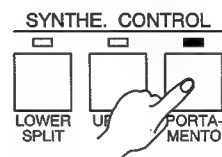


★ When TOUCH is on, the volume can be controlled according to the strength with which the keys are pressed.

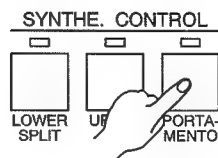
■ PORTAMENTO

When the sound selected with the synthesizer is played legato, the pitch change from one note to another is accomplished in a smooth, gliding manner.

- 1 Press the PORTAMENTO button.
The lamp for that button lights up and the PORTAMENTO effect is added.



- 2 Press the button again to turn off the effect.
The lamp will turn off and the effect is turned off.

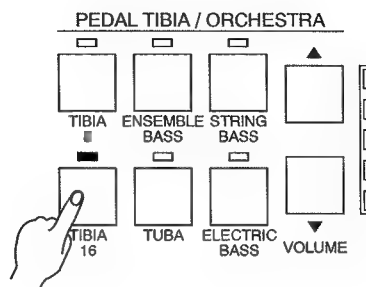


2-6 PEDAL TIBIA/ORCHESTRA

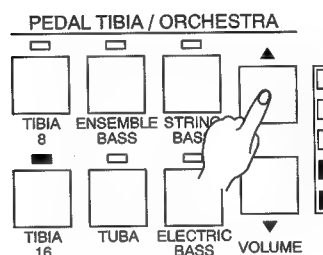
This feature lets you assign TIBIA and ORCHESTRA sounds to the pedal keys. TIBIA voices can be selected using 16 and 8 foot pitch combinations or PRESET TONES.

The KL4 has four ORCHESTRA voices, and the KL3 has two ORCHESTRA voices, which can be selected.

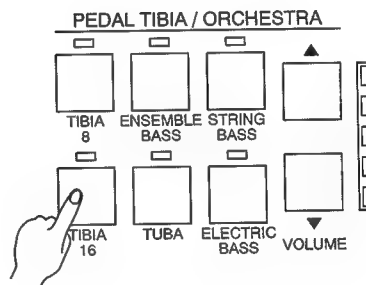
- 1 Press the button for the sound to be played. The lamp for that sound lights up.



- 2 Adjust the volume while pressing the keys on the keyboard.

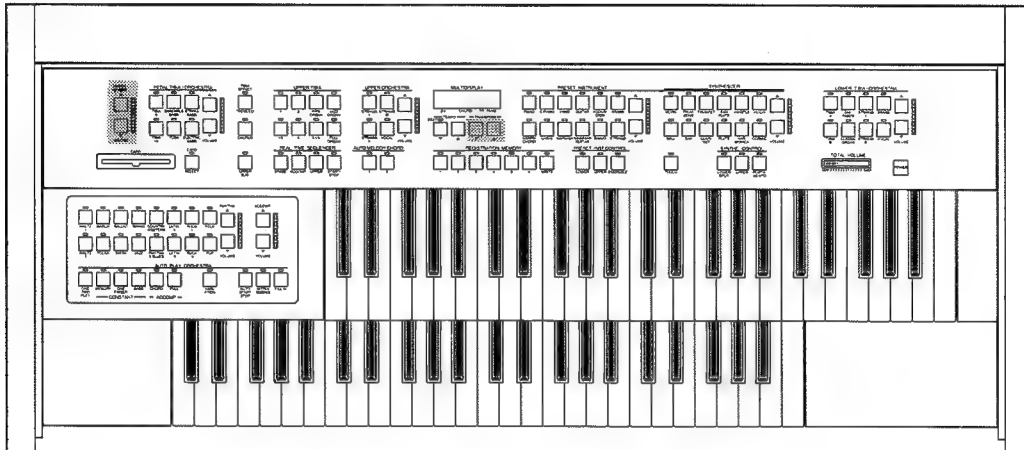


- 3 To switch to another sound, simply press the button for that sound.
To turn off a sound, press the corresponding button that is lit up. When turned off, the lamp for that sound turns off.

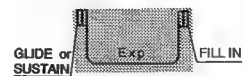
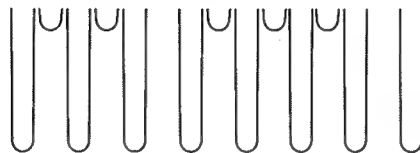
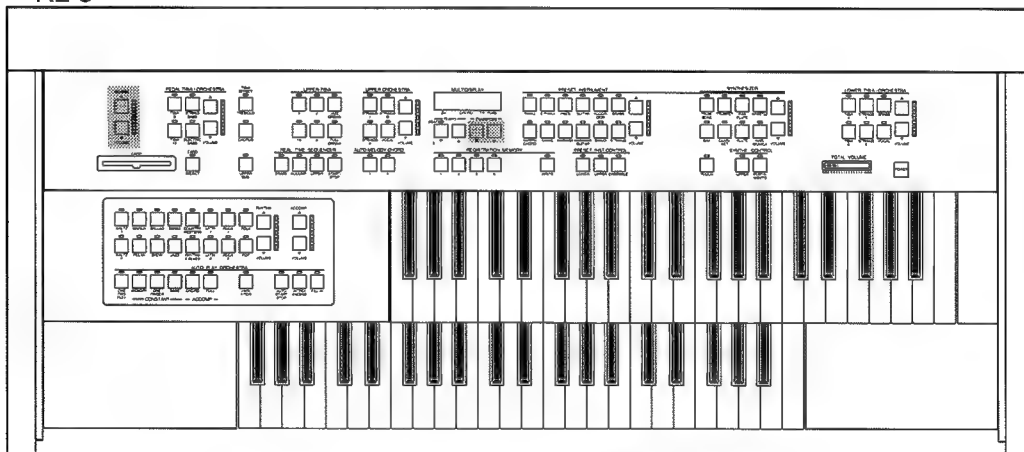


Total Organ Control

KL 4



KL 3



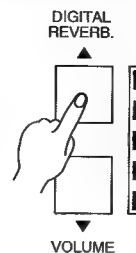
○
HEADPHONE JACK

3-1 REVERB

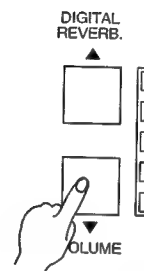
This adds a residual echo effect to the sound, providing a rich and deep feeling to the music.

- 1 Hold down the REVERB VOLUME ▲ button.
The VOLUME lamp lights up and the REVERB effect is added.

REVERB is at a maximum when all lamps are lit up, and is at zero when all the lamps are turned off.



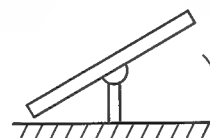
- 2 Hold down the ▼ button to turn the REVERB off.
The lamp will turn off and the effect stops.



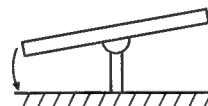
3-2 EXPRESSION PEDAL

This pedal controls the total organ volume while playing.

- 1 Depress the pedal to the far side (towards the toes). The overall organ volume increases.



- 2 Depress the pedal to the inward side (towards the heel). The total organ volume decreases.

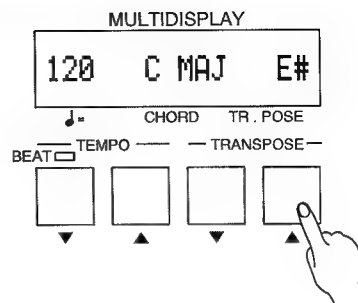


★ When the total volume is at a low setting, a large change in loudness will not be obtained even if the EXPRESSION PEDAL is depressed.

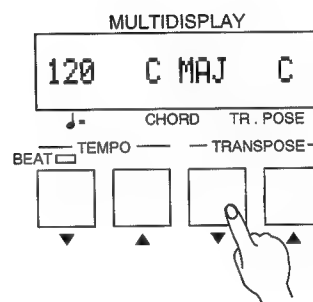
3-3 TRANSPOSE

This feature transposes the music being played.

- 1 Press the TRANSPOSE ▲ or ▼ button the number of times needed for transposing. The key of C transpose location is shown on the MULTI DISPLAY.



- 2 To cancel this feature, press the TRANSPOSE ▲ or ▼ button and return to the key to C.



★ The TRANSPOSE feature cannot be used in the following cases.

If one of the following cases should occur, stop playing and then try using the feature again.

- When the TRANSPOSE ▲ or ▼ button has been pressed while playing the keyboard.
- When the TRANSPOSE ▲ or ▼ button has been pressed while the AUTO PLAY OR-CHESTRA function is in use.

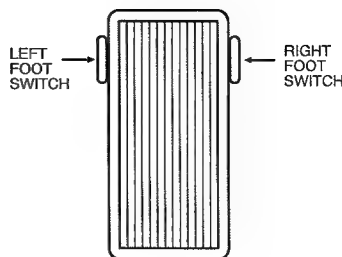
3-4 FOOT SWITCH

Foot switches which are located on both sides of the Expression Pedal can be used to add a Fill In effect while playing.

■ LEFT FOOT SWITCH

This adds a lingering effect to the sound while playing.

SUSTAIN effect.....When a sound such as that of PIANO is selected from the PRESET INSTRUMENT section, and the Left Foot Switch is pressed, a lingering effect is added to the sound.



GLIDE effect.....When a synthesizer sound or a sound from the PRESET INSTRUMENT section, such as HAWAIIAN GUITAR, is selected and the Left Foot switch is pressed, a GLIDE effect is obtained in which musical intervals are lowered by half-tones (semi-tones). When the switch is released the music rises a semi-tone in pitch to where it would normally sound.

★ The SUSTAIN and GLIDE effects work only for the PRESET INSTRUMENT and SYNTHESIZER sounds. Also, their effect is predetermined according to the sound selected.

■ RIGHT FOOT SWITCH

This adds a Fill In effect while using the RHYTHM and adds a lingering effect while using the RHYTHM and AUTO PLAY ORCHESTRA.

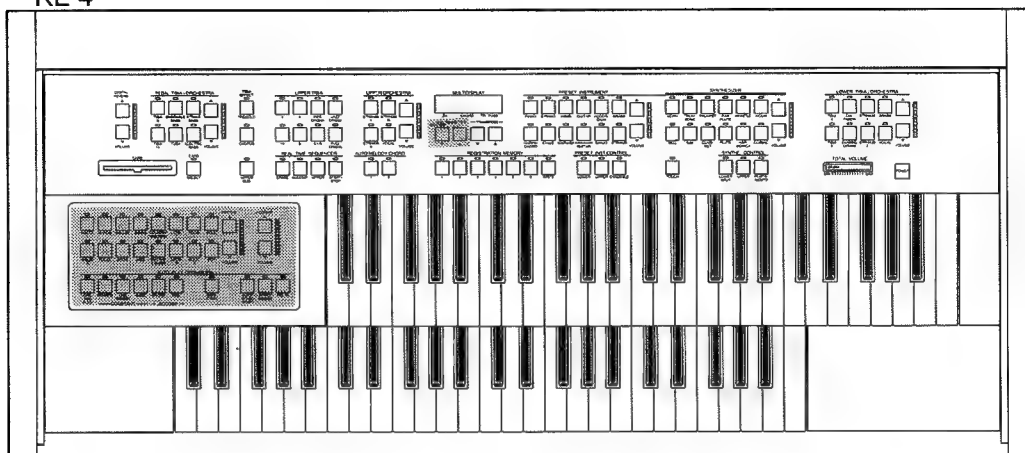
(Refer to Page 19 for suggestions on using the RHYTHM and AUTO PLAY ORCHESTRA.)

★ When RHYTHM and AUTO PLAY ORCHESTRA are not on, nothing will happen when the Right Foot switch is depressed.

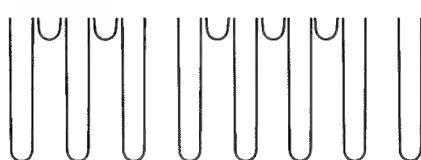
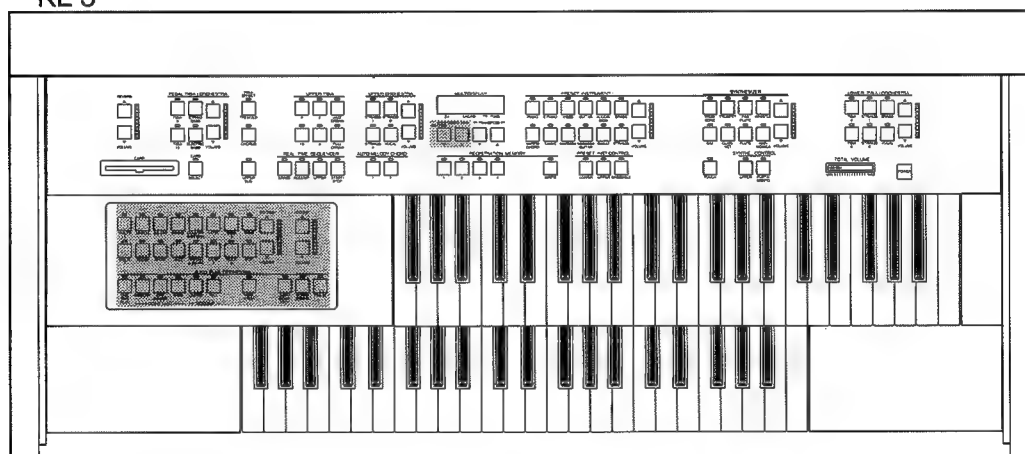
4

Using Rhythm and AutoPlay Orchestra

KL 4



KL 3



○
HEADPHONE JACK

Select a RHYTHM pattern. In the KL series, by selecting a RHYTHM pattern, the matching AUTO PLAY ORCHESTRA pattern is automatically selected.

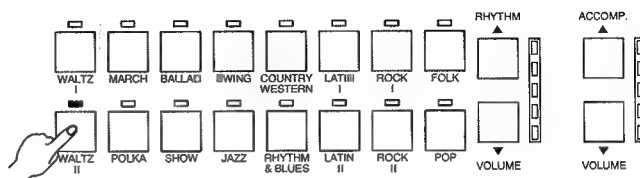
4-1 STARTING THE RHYTHM/AUTO PLAY ORCHESTRA

In the KL series, there are several methods for starting the RHYTHM and AUTO PLAY ORCHESTRA. Choose the method best suited to the requirements of the music to be performed.

■ NORMAL START

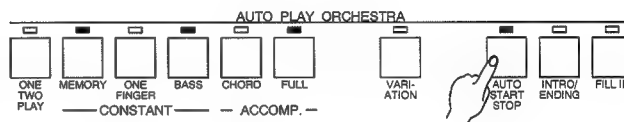
1 Select the Rhythm pattern.

The lamp for the selected pattern lights up.
When the VARIATION button is pushed its lamp lights up, and the variation for the rhythm pattern can be chosen.



2 Press the AUTO START/STOP button.

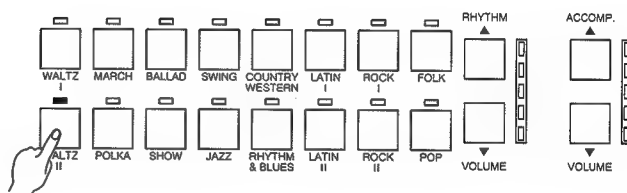
The RHYTHM and the AUTO PLAY ORCHESTRA start to play with the pattern that was selected.



■ SYNCHRO START

1 Select the Rhythm pattern.

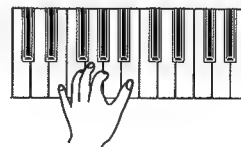
The lamp for the selected pattern lights up.
When the VARIATION button is pushed its lamp lights up, and the variation for the rhythm pattern can be chosen.



2 Press any key on the lower keyboard.

The RHYTHM and the AUTO PLAY ORCHESTRA start to play with the pattern that was selected.

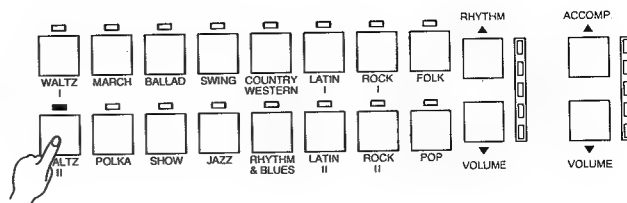
The AUTO PLAY ORCHESTRA is played with the chord that was triggered by the lower keyboard.



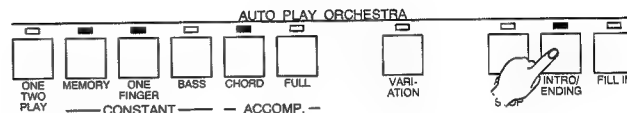
■ INTRO START/SYNCHRO INTRO START

1 Select the Rhythm pattern.

The lamp for the selected pattern lights up.
When the VARIATION button is pushed its lamp lights up, and the variation for the rhythm pattern can be chosen.

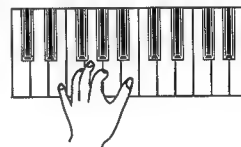
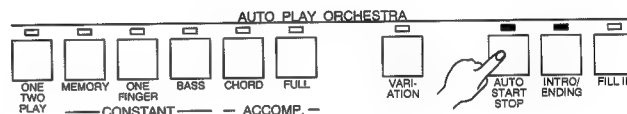


2 Press the INTRO/ENDING button.



3 Press a key on the lower keyboard, or press the AUTO START/STOP button.

The RHYTHM and AUTO PLAY ORCHESTRA start to play beginning with the INTRO of the selected pattern.

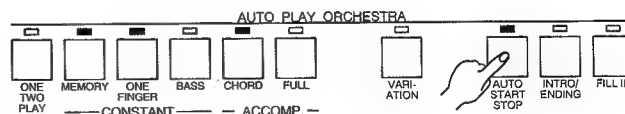


4-2 STOPPING THE RHYTHM/AUTO PLAY ORCHESTRA

In the KL series, there are two methods for stopping the RHYTHM and AUTO PLAY ORCHESTRA.

■ NORMAL STOP

1 Press the AUTO START/STOP button while the RHYTHM and AUTO PLAY ORCHESTRA are playing.



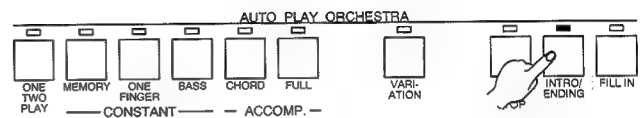
- 2 Remove hands from the keys of the lower keyboard.

The RHYTHM and AUTO PLAY ORCHESTRA stop automatically at the end of a bar.

★ The RHYTHM and AUTO PLAY ORCHESTRA will not stop if the keys on the lower keyboard are still being pressed.

■ ENDING STOP

- 1 Press the INTRO/ENDING button while the RHYTHM and AUTO PLAY ORCHESTRA are playing.



- 2 Remove hands from the keys of the lower keyboard.

The ENDING is played at the end of a bar, and when play is finished the RHYTHM and the AUTO PLAY ORCHESTRA stop automatically.

★ The ENDING for the RHYTHM and AUTO PLAY ORCHESTRA will not be played if the keys of the lower keyboard are still being pressed.

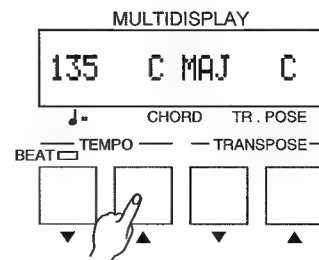
4-3 TEMPO

Set the rhythm tempo.

- 1 Select the RHYTHM.
- 2 Change the tempo with the TEMPO ▲ or ▼ button.

▲ button.....Increases the tempo (to a maximum of 254).

▼ button.....Decreases the tempo (to a minimum of 30).



The tempo is shown on the MULTI DISPLAY.

- 3 Start the RHYTHM.
The RHYTHM and AUTO PLAY ORCHESTRA
are played at the set tempo.

★ In the KL series, when the rhythm is selected, an appropriate tempo is automatically set.

4-4 VOLUME CONTROL FOR THE RHYTHM/AUTO PLAY ORCHESTRA

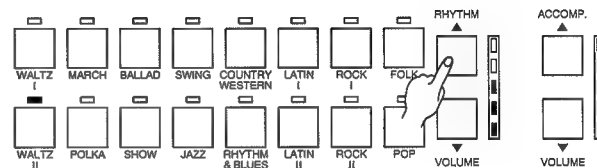
These controls set the volume for the RHYTHM and AUTO PLAY ORCHESTRA.

■ RHYTHM Volume

- 1 Select the RHYTHM.
- 2 Start the RHYTHM.
- 3 Set the RHYTHM volume with the RHYTHM
VOLUME ▲ or ▼ button.
The volume changes when the button is held
down.

▲ button.....Increases the RHYTHM
volume.
Volume is at a maximum
when all the lamps are lit
up.

▼ button.....Decreases the RHYTHM
volume.
Volume is at a minimum
when all the lamps are
off.



■ AUTO PLAY ORCHESTRA Volume

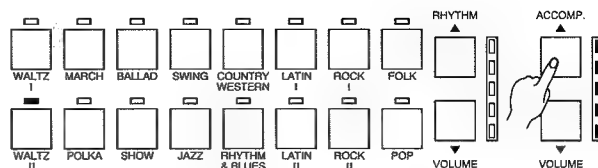
- 1 Select the RHYTHM.
- 2 Start the RHYTHM.
- 3 Set the AUTO PLAY ORCHESTRA volume with
the ACC VOLUME ▲ or ▼ button.
The volume changes when the button is held
down.

▲ button.....Increases the AUTO PLAY ORCHESTRA volume.

Volume is at a maximum when all the lamps are lit up.

▼ button.....Decreases the AUTO PLAY ORCHESTRA volume.

Volume is at a minimum when all the lamps are off.



4 Setting the AUTO PLAY ORCHESTRA Bass volume with the PEDAL TIBIA/ORCHESTRA VOLUME ▲ or ▼ button.

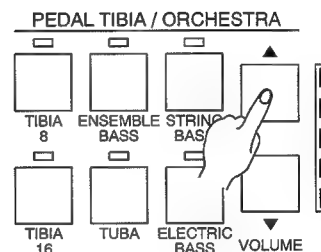
The volume changes when the button is held down.

▲ button.....Increases the Bass volume.

Volume is at a maximum when all the lamps are lit up.

▼ button.....Decreases the Bass volume.

Volume is at a minimum when all the lamps are off.



★ The Bass sound is set automatically to match the Rhythm. When you reselect a sound with the controls on the panel, the new sound is played. To return to the original sound, set the panel sounds to OFF.

4-5 FILL IN

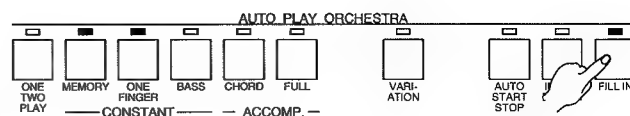
Select the Fill In effect to add this variation to the RHYTHM/AUTO PLAY ORCHESTRA.

■ Using the FILL IN Button

- 1 Select the RHYTHM and start playing.

2 Press the FILL IN button.

The FILL IN effect begins at the time the button is pushed, and continues until the end of the bar. When the button is held down it repeatedly plays the FILL IN effect until the end of the bar where the button is released.

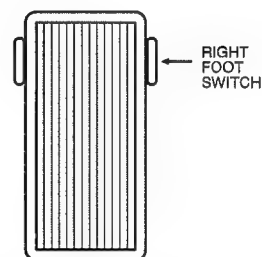


■ FILL IN triggered by the Right Foot Switch

1 Select the RHYTHM and start to play.

2 Depress the Right Foot Switch.

The FILL IN effect begins at the time the switch is depressed, and continues until the end of the bar. When the switch is held down it repeatedly plays the FILL IN effect until the end of the bar where the switch is released.



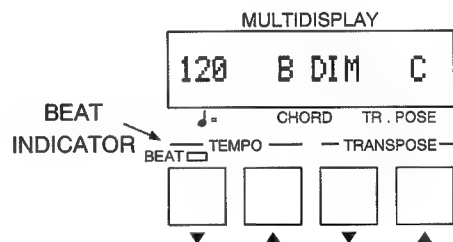
4-6 DISPLAY

In the KL series, besides TEMPO, displays necessary for the RHYTHM and AUTO PLAY ORCHESTRA are provided.

■ BEAT INDICATOR

When using the RHYTHM or AUTO PLAY ORCHESTRA, the beat indicator lights up at the first beat of each bar, showing the beginning of each bar.

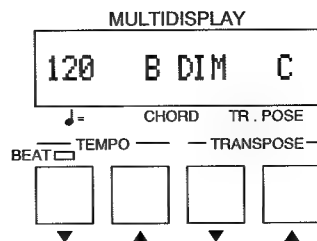
This is a useful feature for finding the downbeat while playing.



■ CHORD DISPLAY

This identifies and displays the name of the chords played on the lower keyboard.

Chords are identified according to the table on the CHORD TYPE LIST.



- ★ When the TRANSPOSE function is in use, the chord on the Chord Display is shown with the transposed chord name.

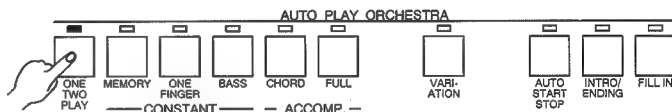
4-7 OTHER FUNCTIONS

In the KL series a host of support functions are provided to let you take full advantage of the rich variety of patterns available using AUTO PLAY ORCHESTRA.

■ ONE TWO PLAY

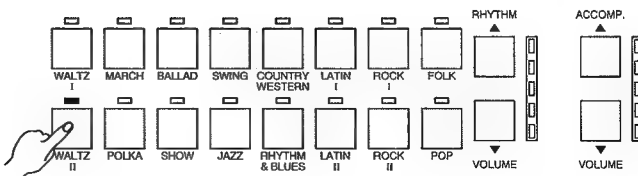
In the KL series, when the RHYTHM is selected, functions such as AUTO PLAY ORCHESTRA are selected automatically, but when ONE TWO PLAY is used, an appropriate registration to match the rhythm is selected.

- 1 Press the ONE TWO PLAY button.
The lamp for that button lights up.



- 2 Select the RHYTHM.

An appropriate registration to use with the RHYTHM is set.



- 3 To cancel ONE TWO PLAY, press the ONE TWO PLAY button again and the lamp for that button will turn off.



■ ACCOMPANIMENT CONTROL

This feature lets you customize the performance of the AUTO PLAY ORCHESTRA. The buttons switch back and forth between ON and OFF each time they are pressed.

- FULL button Performs a melodious type of accompaniment.



- CHORD button Performs an accompaniment that relates to the specified chord.



- BASS button Sets the bass pattern used in the AUTO PLAY ORCHESTRA



- ONE FINGER Performs the specified chords triggered by one finger on the lower keyboard.
When the One Finger function is ON, the accompaniments played on the lower keyboard, with the exception of those using the AUTO PLAY ORCHESTRA, are voiced as specified by the chord name.



When the One Finger function is OFF, the accompaniment chords played on the lower keyboard, with the exception of those using AUTO PLAY ORCHESTRA, are voiced as played.

- **MEMORY** When the Memory function is ON, the accompaniments played on the lower keyboard, with the exception of AUTO PLAY ORCHESTRA, will continue to play even when you release your fingers from the lower keyboard.

When the Memory function is OFF and you release your fingers from the lower keyboard, the accompaniment chords being played will stop, with the exception of the AUTO PLAY ORCHESTRA.



★ Using Bass when performing with AUTO PLAY ORCHESTRA

When the foot pedal keys are pressed while playing using the Bass function of the AUTO PLAY ORCHESTRA, operation switches to MANUAL PLAY until the end of the bar where the keys were pressed, and the foot pedal keys will override the AUTO BASS.

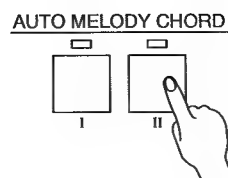
To return to AUTO BASS play with AUTO PLAY ORCHESTRA, release the foot pedal keys, and automatic play will restart from the next bar.

■ **AUTO MELODY CHORD**

This function uses the identification of chords specified with the lower keyboard to automatically harmonize melody notes played on the upper keyboard and turn a single melody note into a full chord.

A monophonic melody can easily be made into a polyphonic melody.

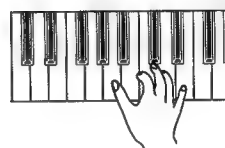
- 1 Press the AUTO MELODY CHORD I or II button.



- 2 Play a chord on the lower keyboard.



- 3 Play a melody with the upper keyboard.
The melody is played with the chord.

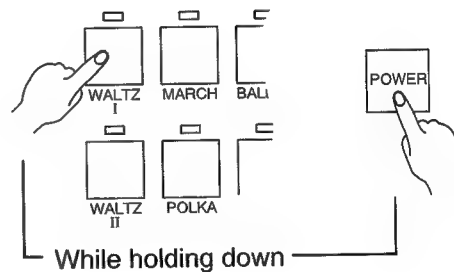


■ PRO MODE

In the KL series, when RHYTHM is selected, besides NORMAL Mode in which AUTO PLAY ORCHESTRA settings are selected automatically, there is also the PRO Mode in which the player creates the AUTO PLAY ORCHESTRA settings himself.

PRO Mode is set when power is turned on and remains enabled until the power is turned off.

- 1 Set the POWER to ON while holding down the WALTZ I button.



- 2 Select the RHYTHM.
Make each setting needed for AUTO PLAY ORCHESTRA.

- 3 To cancel PRO Mode, turn off the POWER once — and then turn the POWER back on again.

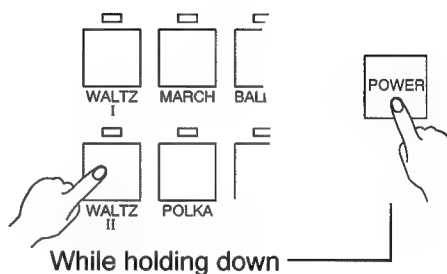


■ CHORD DISPLAY CANCEL

In the KL series, besides the NORMAL DISPLAY Mode in which chords played on the lower keyboard are shown on the MULTI DISPLAY, there is also a CHORD DISPLAY CANCEL Mode.

CHORD DISPLAY CANCEL Mode is set when power is turned on and remains enabled until the power is turned off.

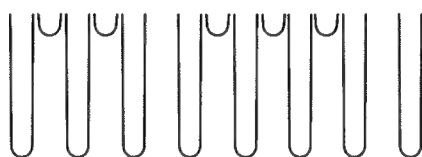
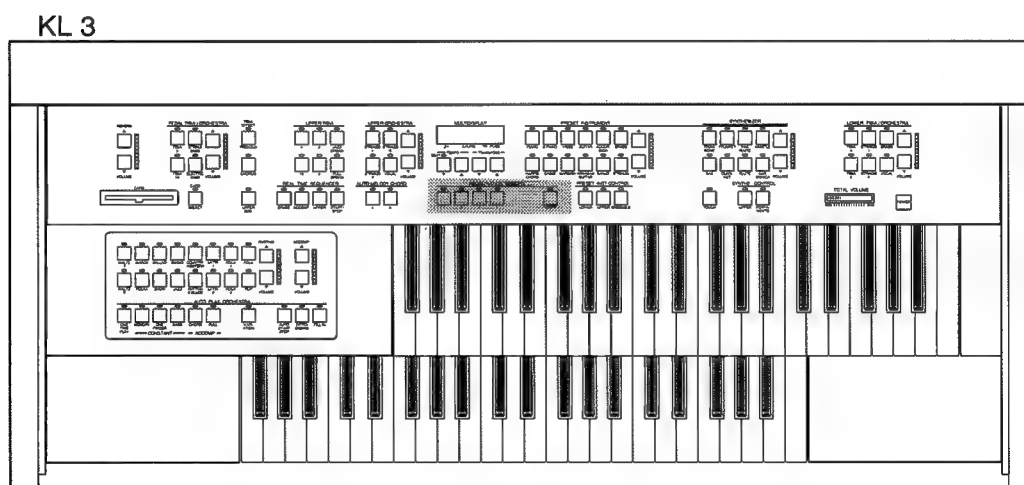
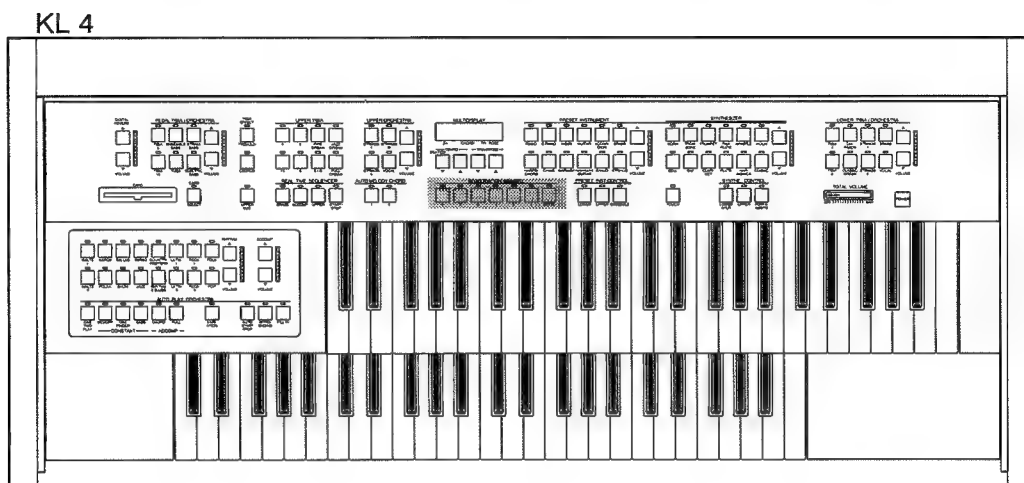
- 1 Set the POWER to ON while holding down the WALTZ II button.



- 2 To turn off the CHORD DISPLAY CANCEL Mode, turn off the POWER once — and then turn the POWER back on again.



5 Registration Memory



GLIDE or
SUSTAIN

Exp.

FILL IN

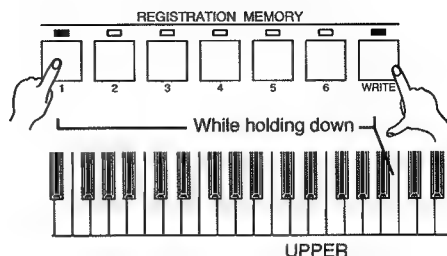
○
HEADPHONE JACK

This function allows you to switch settings instantaneously while playing. In the KL4, 6 types of settings can be stored in the memory and in KL3, 4 types can be stored.

5-1 WRITE

Placing the setting in the memory.

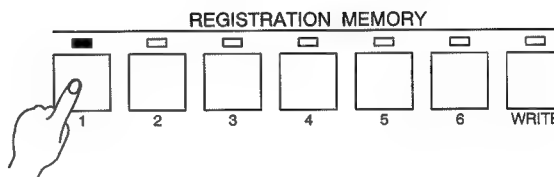
- 1 Set the voices and rhythm you wish to use.
- 2 To store the settings except for the RHYTHM and the AUTO PLAY ORCHESTRA, press the MEMORY REGISTRATION button while holding down the WRITE button.
To store also the RHYTHM and the AUTO PLAY ORCHESTRA settings together, press the MEMORY REGISTRATION button while holding down the WRITE button and any upper keyboard key.



5-2 CALL

Call up the setting that was stored in the memory.

- 1 Press the registration button to call up the setting.
The lamp of the button that was pressed lights up.



- 2 To cancel call up of the memory registration, push the button again.
The lamp of the button that was pressed turns off and operation returns to the status that was set on the panel before the button was first pushed.

★ The following items cannot be stored in the registration memory.

- POWER switch
- TOTAL Volume
- Card Operation
- SEQUENCER Operation
- Status of other registration buttons
- Settings for PRO MODE/CHORD DISPLAY CANCEL

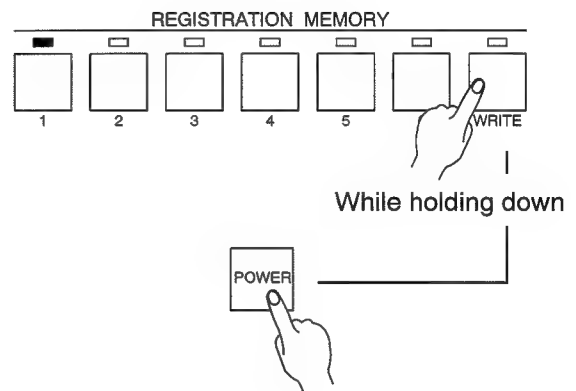
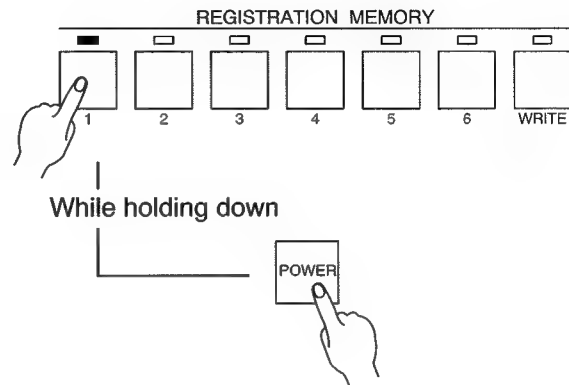
5-3 INITIALIZE

This operation restores the contents of the memory to the settings made at the factory. INITIALIZE can be performed for each unit of memory or for the entire memory.

INITIALIZE is set at the time the power is turned on.

- 1 For initializing a unit of memory, turn on the power while holding down the REGISTRATION MEMORY button of the registration to be initialized.

To initialize the entire memory, turn on the power while holding down the WRITE button.

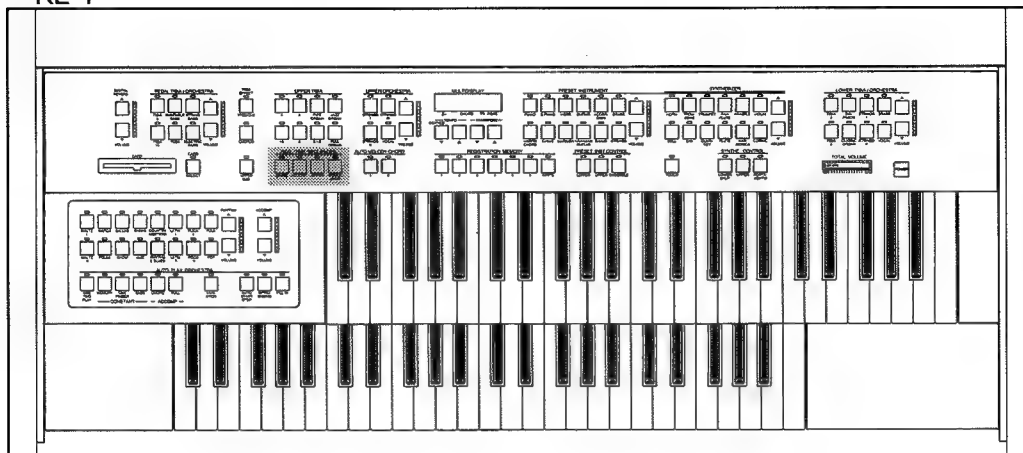


- 2 The initialized Registration Memory status restores the settings made at the factory.

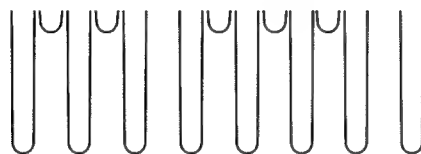
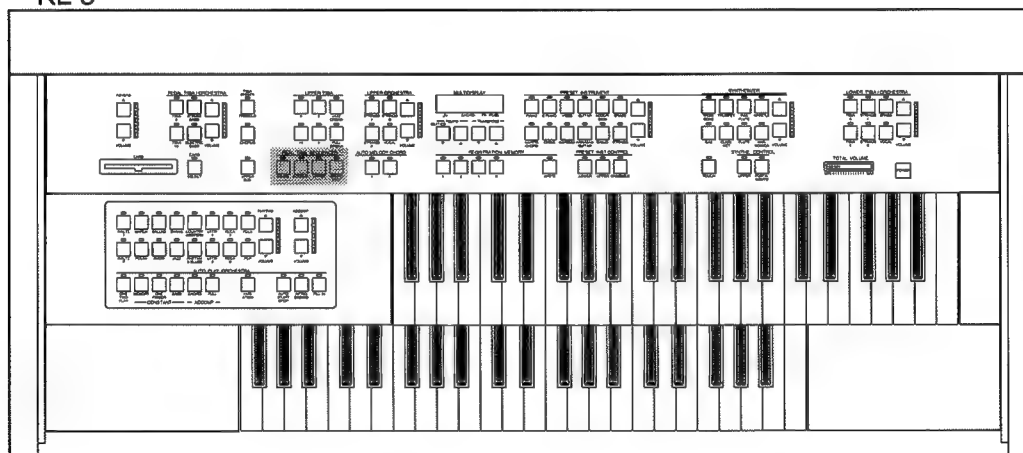
6

Real Time Sequencer

KL 4



KL 3



GLIDE or
SUSTAIN

Exp.

FILL IN

○
HEADPHONE JACK

The KL series has a sequencer function which will play and record your performance. The sequencer can independently record and play the upper keyboard or the lower keyboard/foot pedal. In addition it can also record registrations used during the performance.

6-1 RECORD

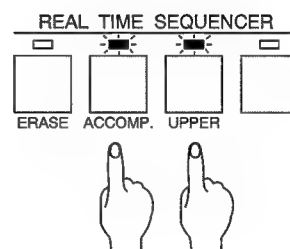
Record the performance.

★ If a recording has already been made, first execute TRACK ERASE and then proceed with the recording. (Refer to Page 37 for details on TRACK ERASE)

- 1 Set items such as the registration and rhythm settings necessary for your performance.

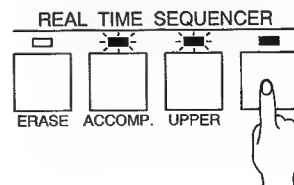
- 2 Select the TRACK button for making the recording and press the button. The lamp of the button that was pressed lights up.

- UPPER.....Records the upper keyboard performance and settings.
- ACCOMP.....Records the lower keyboard/foot pedal performance and settings.



★ When the lamp of a TRACK button is lit up, it means that the track has recorded information on it. Proceed to record on the track after carrying out TRACK ERASE. (Refer to Page 37 for details on TRACK ERASE)

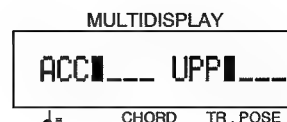
- 3 Press the START/STOP button. The lamp for this button lights up and recording starts.



4 Start playing.

During recording when a set amount of recording time is used, that information is shown on the display.

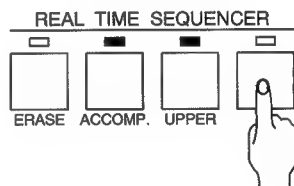
- UPP.....the amount of time recorded from the upper keyboard
- ACC.....the amount of time recorded from the lower keyboard/foot pedal
- ■.....these segments increase one at a time, when 25% of the overall capacity is used.



★ When these segments are all flashing and you continue to record, the track will have exceeded its capacity, all segments will light up and recording will stop. Recording registers until just before the recording space is used up.

5 When the performance is finished, press the START/STOP button. The lamp of the button turns off and recording ends.

The lamp of the track where recording was just done, changes from a flashing to a solid, steady light.



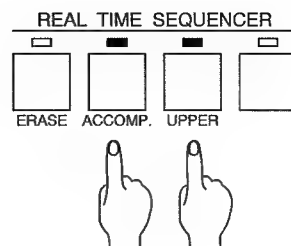
- ★ The TRACK lamp will not light up when recording has ended when no actual recording has been done. The TRACK lamp will continue flashing because the TRACK is empty.
- ★ The following items cannot be stored with the RECORD feature.
 - POWER switch
 - TOTAL Volume
 - Card Operation
 - SEQUENCER Operation
 - Settings for PRO MODE/CHORD DISPLAY CANCEL
 - Volume operation for the foot pedal

6-2 PLAY

Playback using the sequencer.

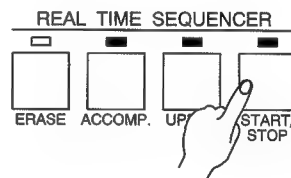
- 1 To playback a TRACK press its button. The lamp of the button that was pressed lights up.

- UPPER.....Plays the upper keyboard performance and registrations.
- ACCOMP.....Plays the lower keyboard/foot pedal performance and registrations.

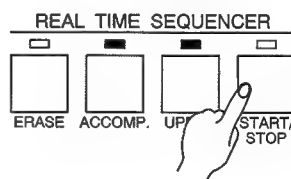


★ When the lamp of a TRACK button is flashing, it means that the track is empty and has no information.

- 3 Press the START/STOP button.
The lamp for this button lights up and play begins.



- 4 To pause the current sequence, press the START/STOP button.

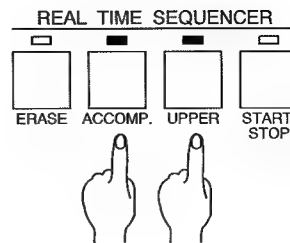


- 5 When your performance is finished, the operation automatically stops. The START/STOP button turns off and play ends.

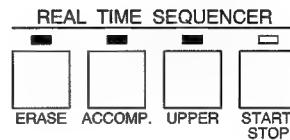
6-3 ERASE

This function erases information previously recorded on the track.

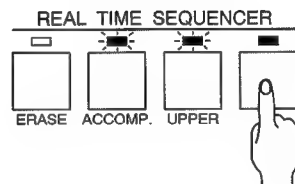
- 1 Press the button of the track with the recording on it. The lamp of the button that was pressed will light up.



- 2 Press the ERASE button.
The lamp of the button that was pressed will light up.

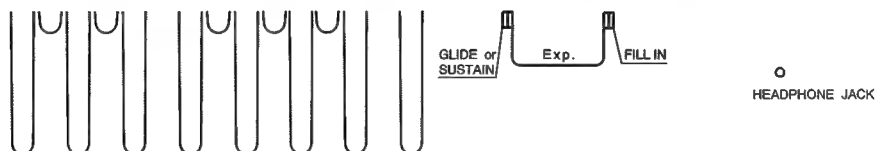
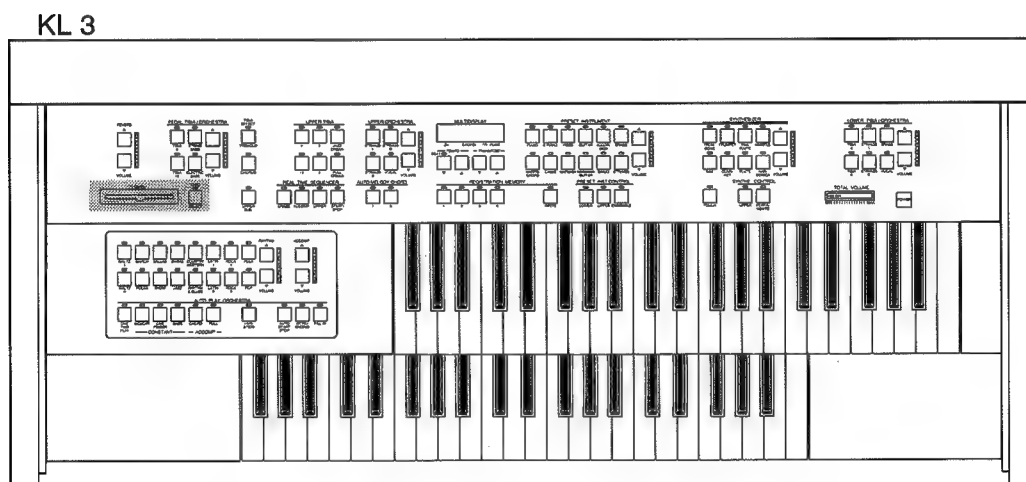
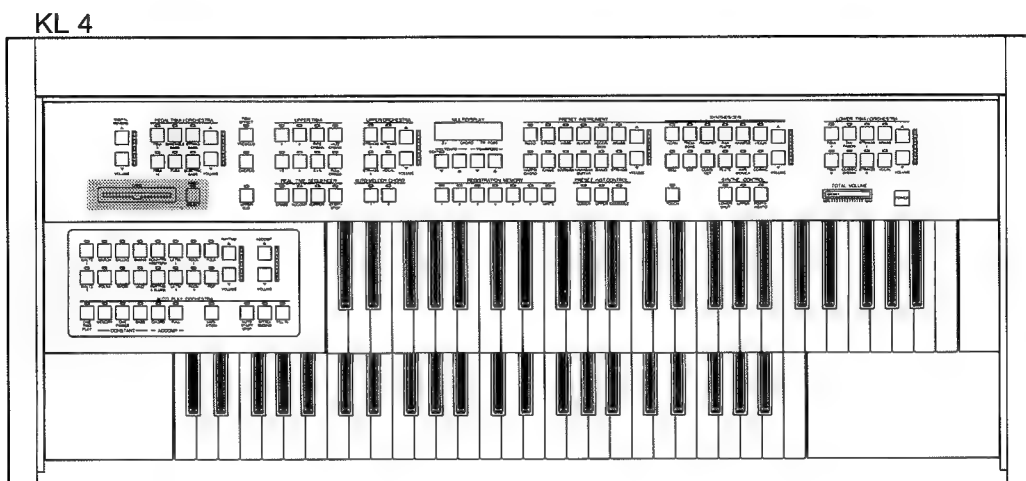


- 3 Press the START/STOP button.
The ERASE function starts and the information on the track is erased.
The TRACK lamp changes to flashing.



7

Using the Memory Card



In the KL series, the settings stored in the Registration Memory and the performances recorded in the Real Time Sequencer can be saved on the Memory Card and called up later when needed.

★ MEMORY CARD Types

Two types of Memory Cards are available. Other kinds of cards cannot be used.

- EC-16.....16KByte Card
- EC-32.....32KByte Card

★ Information is saved according to the memory capacity.

The information that can be saved varies according to the card capacity.

- EC-16.....Only Registration Memory settings
- EC-32.....Registration Memory settings or Real Time Sequencer performance (play)

7-1 FORMAT

Format the card to be used with the KL series.

- ★ Cards that have been previously formatted should only be reformatted in order to erase all Data.

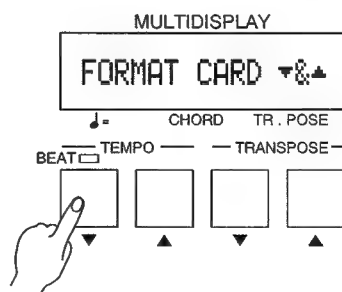
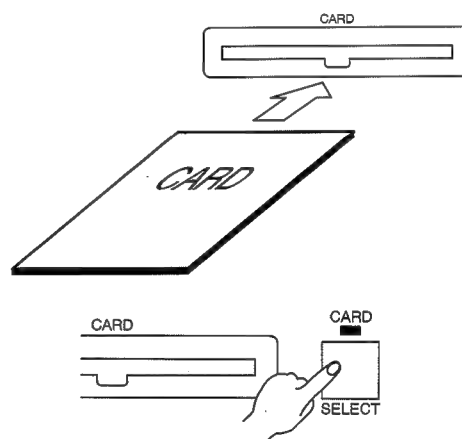
1 Insert the card to be formatted into the card slot.

2 Press the SELECT button.

When the card is not a KL card, a message "NEW CARD" will appear on the display for several seconds and FORMAT will be selected automatically.

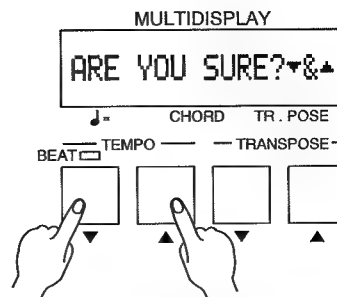
When a KL card is inserted, the type of card will be shown on the display and then a menu with selections will appear.

3 In the case of a KL card, select "FORMAT CARD ▼ & ▲" with the TEMPO ▼▲ buttons.



- 4 Press both the TEMPO ▼▲ buttons at the same time.

The message "ARE YOU SURE? ▼ & ▲" will appear on the display.

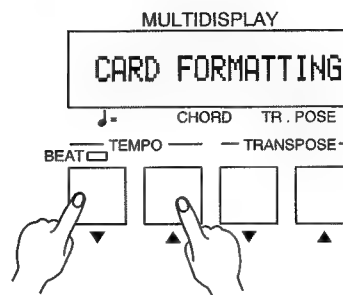


- 5 Press both the TEMPO ▼▲ buttons at the same time.

The card is now being formatted.

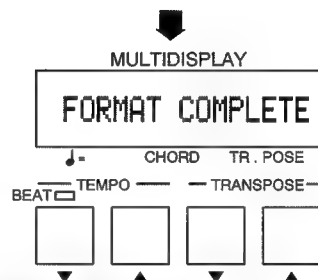
During format the message "CARD FORMATTING" will appear on the display.

When format is finished, the message "FORMAT COMPLETE" will appear on the display for several seconds. Next the message "SELECT MENU ▼ ▲" will appear.



- 6 Use the SAVE items on the menu for storing data.

When finished with the Card Mode, press the SELECT button.



7-2 REGISTRATION

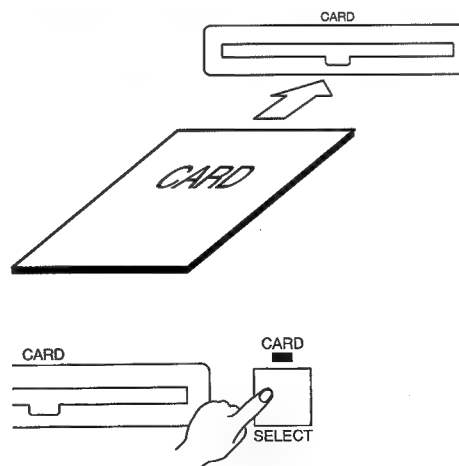
Store registration data onto the card or load data from the card. Delete unnecessary registrations from the card.

■ SAVE

- 1 Insert the card onto which you plan to save registration data, into the card slot.

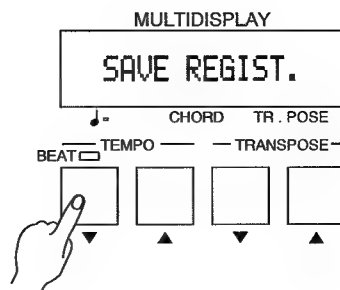
- 2 Press the SELECT button.

If registrations have already been saved to the card, the message "REGIST. CARD" will appear for several seconds on the display and then, in the case of a formatted card, the message "SELECT MENU ▼ ▲" will appear on the display.

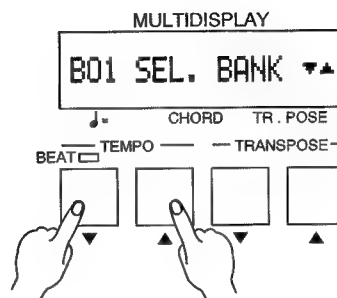


★ A card that causes the message "SEQUENCER CARD" to appear on the display is a card for use with the Sequencer. In order to save registrations on it, carry out the formatting procedure.

- 3 Select "SAVE REGIST." with the TEMPO ▼ ▲ buttons.



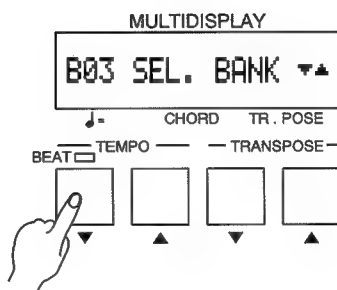
- 4 Press both the TEMPO ▼ ▲ buttons at the same time.



- 5 Select the bank in which to save the registration information by using the TEMPO ▼ ▲ buttons. One bank can save a group of 1 to 6 registrations in the KL4 or a group of 1 to 4 registrations in the KL3.

The number of banks available for storing registrations depends on the capacity of the card.

- 16KByte Card42 banks
- 32KByte Card84 banks

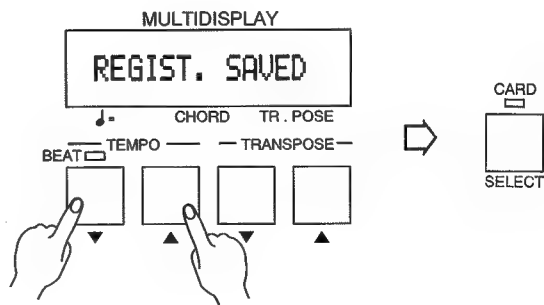


★ Registrations cannot be stored in banks where information is already saved. To reuse a storage bank, first delete the old information.

- 6 Press both the TEMPO ▼ ▲ buttons at the same time.

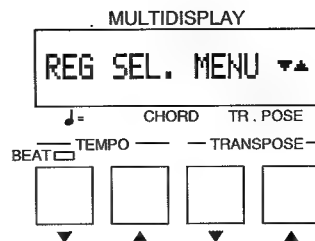
Registrations are saved.

When SAVE is completed the message "REGIST. SAVED" is shown for several seconds on the display. The lamp for the SELECT button then turns off and the CARD Mode is cancelled.



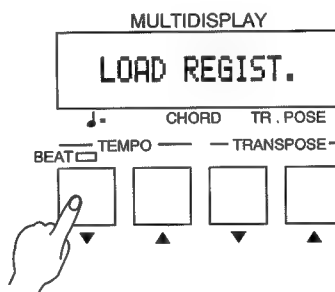
■ LOAD

- 1 Insert the card on which you plan to load the registration, into the card slot.
- 2 Press the SELECT button.
The message "REG SEL. MENU ▼ ▲" appears on the display.

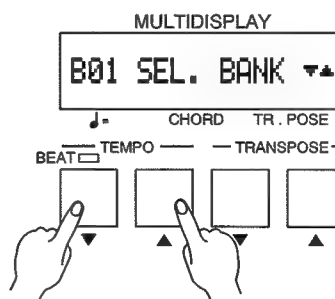


- ★ A card that causes the message "SEQUENCER CARD" to appear on the display is a card for use with the Sequencer.
- ★ A card which causes the message "SAVE REGIST." or "SAVE SEQUENCER" to appear on the display has no previous data saved on it.

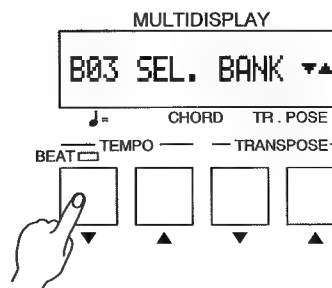
- 3 Select "LOAD REGIST." with the TEMPO ▼ ▲ buttons.



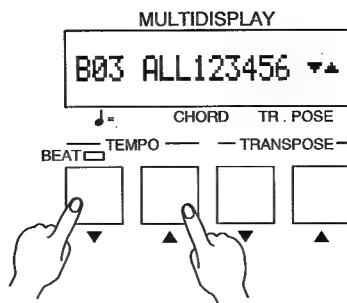
- 4 Press both the TEMPO ▼ ▲ buttons at the same time.



- 5 Select the bank with the TEMPO ▼ ▲ buttons before you load.
Banks other than those set up for saving registration cannot be used.

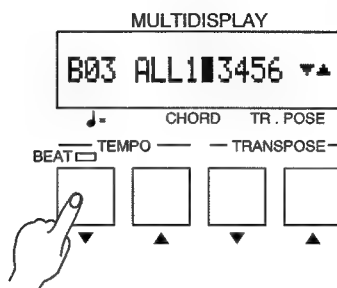


- 6 Press both the TEMPO ▼ ▲ buttons at the same time.



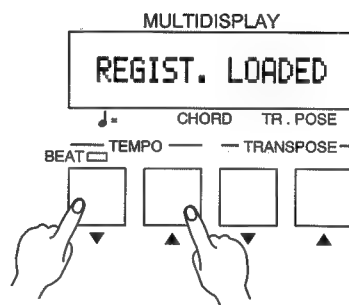
- 7 Select the information to be loaded using the TEMPO ▼ ▲ buttons.

- ALL.....Load everything 1-6 (1-4 in the KL3)
- 1/2/3/4Load each one individually 1-6 (1-4 in the KL3)



- 8 Press both the TEMPO ▼ ▲ buttons at the same time.

Loading of the registration data commences. When load is completed the message "REGIST. LOADED" appears on the display for several seconds. The lamp for the SELECT button turns off and the CARD Mode is cancelled.

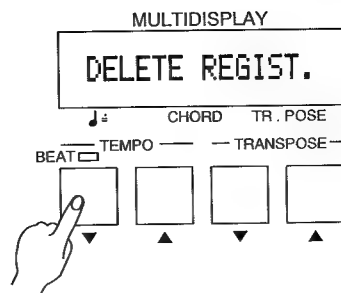


■ DELETE

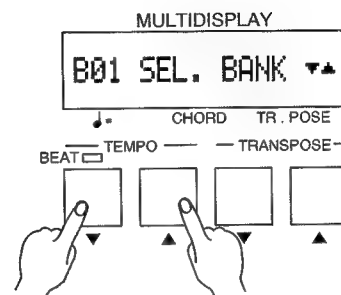
- 1 Insert a card with registration data to be deleted, into the card slot.
- 2 Press the SELECT button.
The message "REG SEL. MENU ▼ ▲" appears on the display.

- ★ A card that causes the message "SEQUENCER CARD" to appear on the display is a card for use with the Sequencer.
- ★ A card which causes the message "SAVE REGIST." or "SAVE SEQUENCER" to appear on the display has no previous data saved on it.

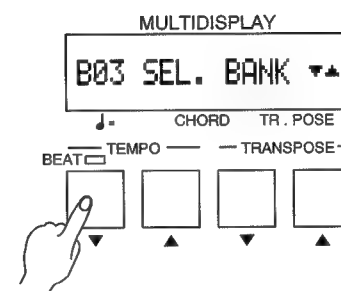
- 3 Select "DELETE REGIST." with the TEMPO ▼▲ buttons.



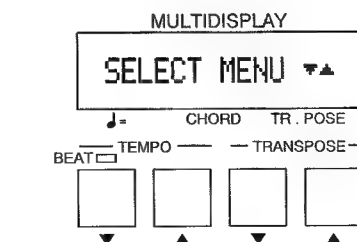
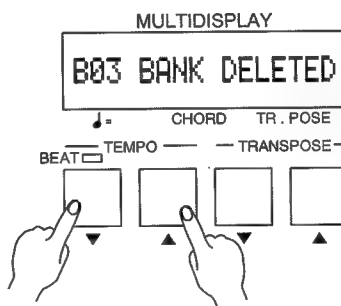
- 4 Press both the TEMPO ▼▲ buttons at the same time.



- 5 Select the bank to delete using the TEMPO ▼▲ buttons.
Banks without any data saved on them cannot be selected.

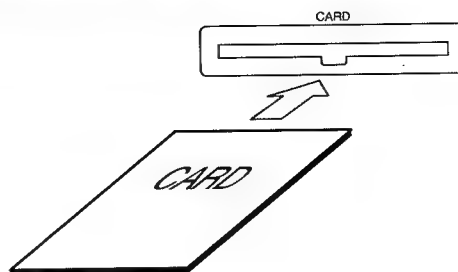


- 6 Press both the TEMPO ▼▲ buttons at the same time.
Deletion of the registered data commences.
When DELETE is completed, a message "BXX BANK. DELETED" appears on the display for several seconds and the display then returns to the SELECT MENU.



7-3 SEQUENCER

- 1 Insert the card onto which you plan to save Sequencer data, into the card slot.

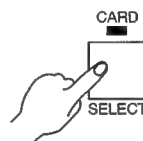


★ The Sequencer data can only be saved on a 32KByte card. A 16 KByte card cannot be used for saving the data.

- 2 Press the SELECT button.

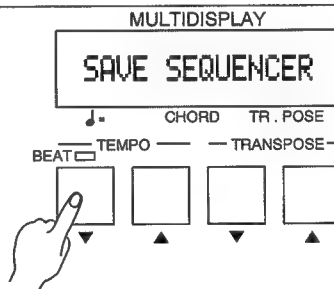
After the message "SEQUENCER CARD" appears on the display for several seconds, the message "SEQ SEL. MENU ▼ ▲" is then displayed.

If the card has already been formatted, the message "SELECT MENU ▼ ▲" appears on the display.



★ A card that causes the message "REGIST. CARD" to appear on the display is a registration card. In order to save Sequencer data on it, carry out the formatting procedure.

- 3 Select "SAVE SEQUENCER" with the TEMPO ▼ ▲ buttons.

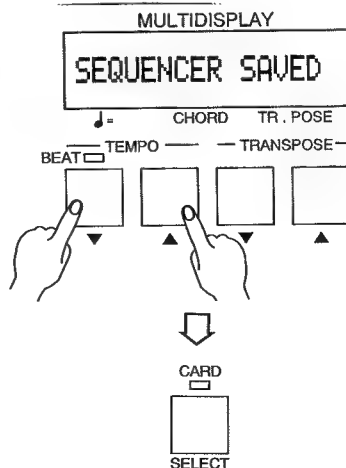


★ Only 1 type of data can be saved on 1 card when saving Sequencer data.

- 4 Press both the TEMPO ▼ ▲ buttons at the same time.

Saving of Sequencer data commences.

When SAVE is completed, a message "SEQUENCER SAVED" appears on the display for several seconds. The lamp for the SELECT button then turns off and the CARD Mode is cancelled.

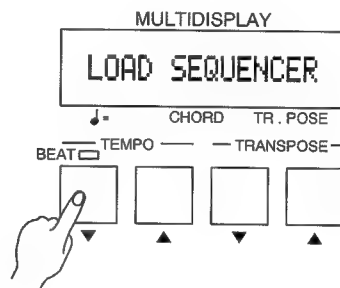


■ LOAD

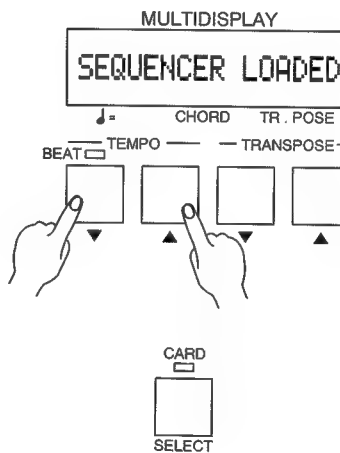
- 1 Insert the card containing Sequencer data, into the card slot.
- 2 Press the SELECT button.
After the message "SEQUENCER CARD" appears on the display for several seconds, the message "SEQ SEL. MENU ▼ ▲" is then displayed.

★ A card that causes the message "REGIST. CARD" to appear on the display is a registration card. In order to save Sequencer data on it, carry out the formatting procedure.

- 3 Select "LOAD SEQUENCER" with the TEMPO ▼ ▲ buttons.



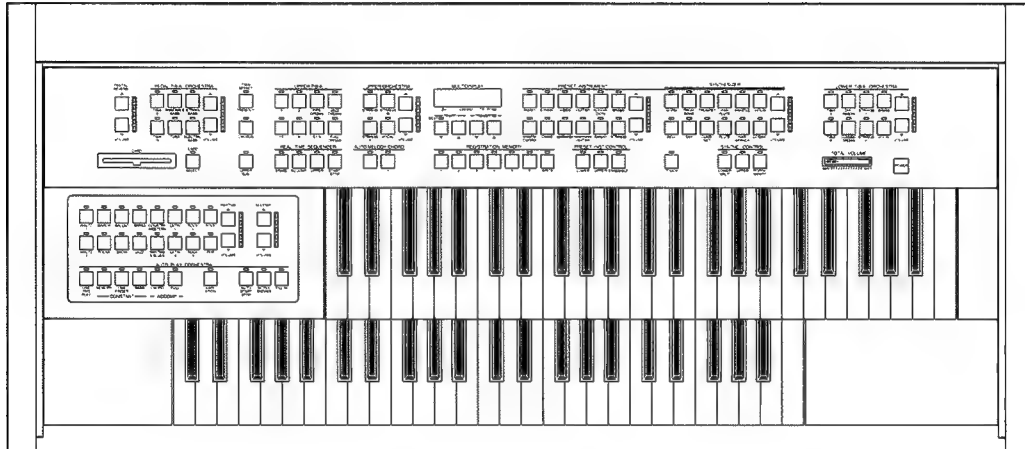
- 4 Press both the TEMPO ▼ ▲ buttons at the same time.
Loading of the Sequencer data commences. When LOAD is completed, a message "SEQUENCER LOADED" appears on the display for several seconds. The lamp for the SELECT button then turns off and the CARD Mode is cancelled.



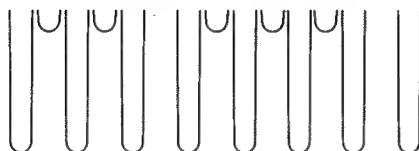
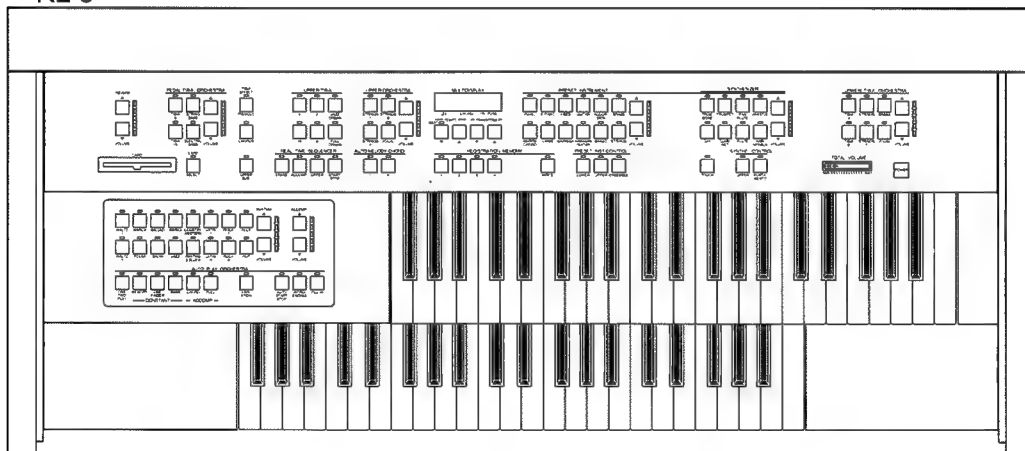
8

Device I/O Connections

KL 4



KL 3



GLIDE or
SUSTAIN

Exp.

FILL IN

HEADPHONE JACK

■ HEADPHONES

Use this terminal to connect the headphones to the KL unit.

■ AUX IN/OUT

Use this terminal to connect other items such as instruments and external amplifiers to the KL unit.

Monaural output is obtained when only the Left side terminal is connected.

■ MIDI IN/OUT

Use this terminal to connect other MIDI instruments via the MIDI cable with the KL unit.

★ The followings are not equipment breakdowns.

Unit cannot transpose

The unit cannot transpose while you are playing notes, you must release the keys in order to transpose.

Sequencer does not save data

The Sequencer cannot save data on a 16KByte card. Please use a 32KByte card.

The volume cannot be controlled by the Synthesizer Volume control.

The Synthesizer block sounds are being used by way of PRESET INSTRUMENT. Please use the PRESET INSTRUMENT volume control.

SPECIFICATIONS (FOR KL4/KL3)

		KL4	KL3
KEYBOARD	UPPER LOWER PEDAL	49 (INITIAL TOUCH) 49 (INITIAL TOUCH) 13	44 (INITIAL TOUCH) 44 (INITIAL TOUCH) 13
UPPER TONE	TIBIA	2, 4, 5-1/3, 8, 16 PIPE ORGAN, JAZZ ORGAN FULL ORGAN	2, 4, 8, 16 JAZZ ORGAN, FULL ORGAN
	ORCHESTRA	STRINGS I, STRINGS II STRINGS III, VOCAL	
LOWER TONE	TIBIA/ ORCHESTRA	TIBIA 4, TIBIA 8 DIAPASON, CLASSIC ORGAN STRINGS I, STRINGS II BRASS, VOCAL	TIBIA 4, TIBIA 8 STRINGS I, STRINGS II BRASS, VOCAL
PEDAL TONE	TIBIA/ ORCHESTRA	TIBIA 8, TIBIA 16 ENSEMBLE BASS, TUBA STRINGS BASS, ELECTRIC BASS	TIBIA 8, TIBIA 16 STRINGS BASS, ELECTRIC BASS
UPPER/LOWER	SYNTHESIZER	HORN, BELL, TROMBONE, SAX TRUMPET, CLARINET, PAN FLUTE FLUTE, WHISTLE, HARMONICA VIOLIN, COSMIC	TROMBONE, SAX TRUMPET, CLARINET, PAN FLUTE FLUTE, WHISTLE, HARMONICA
	CONTROL	UPPER, LOWER SPLIT	UPPER
	PRESET INSTRUMENT CONTROL	PIANO, HARPSICHORD, E. PINO, CHIME, VIBES, MARINBA, GUITAR, HAWAIIAN GUITAR, ACCORDION, BANJO, BRASS, STRINGS UPPER, LOWER	
EFFECT	UPPER	TIBIA SUSTAIN	
	UPPER/LOWER	TREMOLLO/CHORUS, TOUCH SYNTH-PORTAMENTO PRESET INST. -EMSEMBLE	
	REVERB	DIGITAL	SPRING
RHYTHM	PATTERN	WALTZ I, WALTZ II, MARCH, POLKA BALLAD, SHOW, SWING, JAZZ COUNTRY WESTERN, RHYTHM & BLUES, LATIN I, LATIN II, ROCK I, ROCK II, FOLK, POP	
	CONTROL	TEMPO, AUTO START/STOP INTRO/ENDING, FILL IN VARIATION	
AUTO PLAY		ONE TWO PLAY, MEMORY, ONE FINGER, BASS, CHORD, FULL AUTO MELODY CHORD I/II	
VOLUME		UPPER ORCHESTRA LOWER TIBIA/ORCHESTRA PEDAL TIBIA/ORCHESTRA PRESET INSTRUMENT SYNTHESIZER RHYTHM, ACCOMP., TOTAL	
REGISTRATION MEMORY		1-6, WRITE	1-4, WRITE
REAL TIME SEQUENCER		ERASE, ACCOMP. UPPER, START/STOP	
CARD		SELECT, CARD SLOT	
OTHER CONTROLS		TRANPOSE, EXPRESSION PEDAL	
FOOT CONTROL		FILL IN, GLIDE/SUSTAIN	
MULTI DISPLAY		TEMPO, CHORD, TRANPOSE	
JACK		HEADPHONE, AUX IN (L/MONO, R) AUX OUT (L/MONO, R), MIDI IN/OUT	
SPEAKER/OUTPUT		30cm×2, 8cm×2/40W×2	15×23cm×2/40W×2
DIMENSIONS (W×D×H) [cm]		114.7×55.5×104.1	114.7×55.2×104.1
WEIGHT (Kg)		71.5	71.0

MIDI IMPLEMENTATION CHART

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	See Page 51	See Page 51	
	Changed	X	X	
Mode	Default	Mode 3	Mode 3	
	Messages	X	X	
	Altered	*****	X	
Note Number:	True Voice	*****	1-127 36-96	
Velocity	Note ON	1-127	O	
	Note OFF	127	O	
After Touch	Key's	X	X	
	Ch's	X	X	
Pitch Bend		O	O	Transmitted by L. F/switch, Ch. 3 (5,11 also if Synthe. is OFF)
Control Change		Tremolo: 1	Tremolo: 1	Ch 6 & 8
		Sustain: 64	64 X	Ch 3, 5, 11 L. F/switch
		Chorus: 93	Chorus: 93	Ch 6 & 8
		Ensemble: 94	Ensemble: 94	Ch 5 & 11
Prog Change:	True#	See Page 51 *****	See Page 51	
System Exclusive		O	O	
Common	:Song Pos	X	X	
	:Song Sel	X	X	
	:Tune	X	X	
System Real Time	:Clock	O	O	
	:Commands	X	X	
Aux Messages	:Local On/Off	X	X	
	:All Notes Off	O	O	
	:Active Sense	O	O	
	:Reset	X	X	
Notes				

Mode 1 :Omni On, Poly

Mode 2

:Omni On, Mono

O: Yes

Mode 3 :Omni Off, Poly

Mode 4

:Omni Off, Mono

X: No

MIDI Basic Channel & Program Change

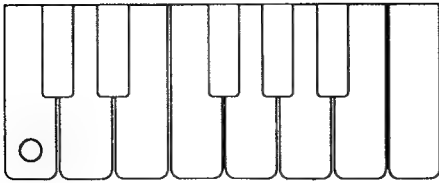
Channel	Section	Note "ON" Velocity		Program Change	
		Transmit	Recognize	Transmit	Recognize
OH (1)	Upper	X	Ch*: 3**5, 6, 7	X	X
1H (2)	Lower	X	Ch*: 3* 8, 9, 11	X	X
2H (3)	Synthe.	3**: K*, 64	O	0, 74, 87, 91, 94, 96-99 105, 107-109	0-127
3H (4)	Pedal	X	Ch*: 15, 16	X	X
4H (5)	Upper Preset Inst.	K*, 65	O	(if U. Preset Inst. is on) 0, 74, 75, 77-82, 84, 85, 87, 91, 92, 94, 96-99, 102, 105-109	0-127
5H (6)	Upper Tibia	64	O	0-31, 33-64, 67, 69 72, 73	0-127
6H (7)	Upper Orche.	64	O	0, 18-23, 30, 31	0-127
7H (8)	Lower Tibia	64	O	0-3, 6, 12	0-127
8H (9)	Lower Orche.	64	O	8, 10, 11, 22	0-127
9H (10)	Drums (41-80)	Scored*	O	X	X
AH (11)	Lower Preset Inst.	K*, 65	O	(if L. Preset Inst. is on) 0, 74, 75, 77-82, 84, 85, 87, 91, 92, 94, 96-99, 102, 105-109	0-127
BH (12)	Accomp. + [C.]	Scored*	O	0-127	0-127
CH (13)	Accomp. + Right	Scored*	O	0-127	0-127
DH (14)	Accomp. + Left	Scored*	O	0-127	0-127
EH (15)	Bass Accomp. + & Ped. Orche.	Scored*, 96	O	0-127 0, 9, 10, 12, 16	0-127
FH (16)	Bass Accomp. + & Ped. Tibia	Scored*, 96	O	0-127 0, 13-15	0-127

Notes: K*: Sends velocity information if TOUCH is ON.
 Ch*: Incoming MIDI plays on (to) these channels.
 3**: If Synthe. is ON.
 Scored*: Transmitted notes use full velocity range.

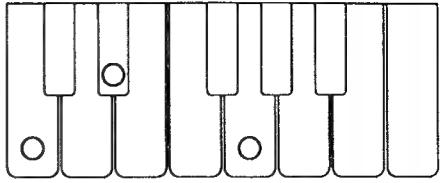
O: Yes
 X: No

CHORD TYPE LIST

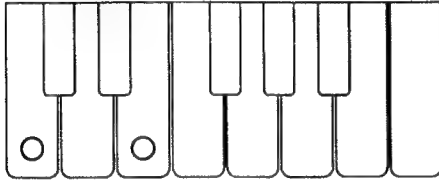
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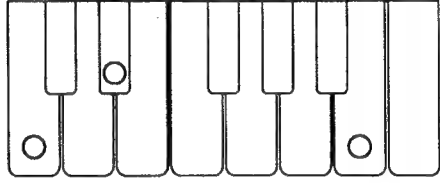
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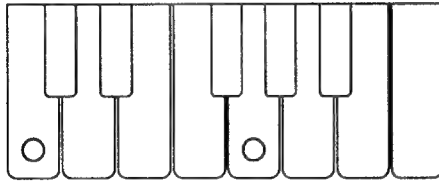
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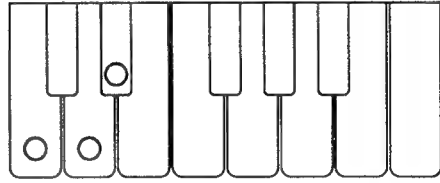
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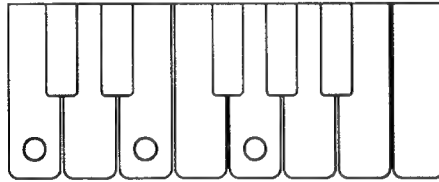
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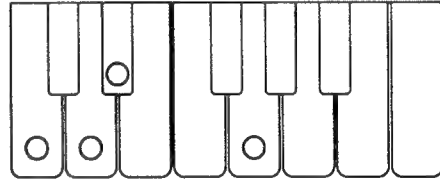
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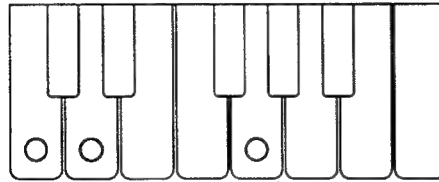
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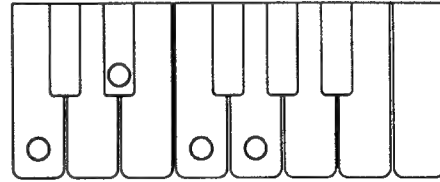
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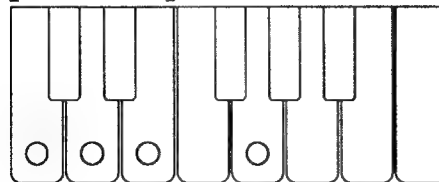
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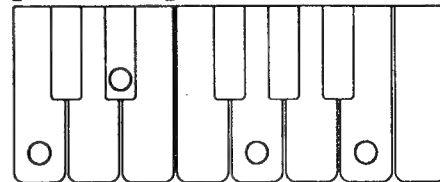
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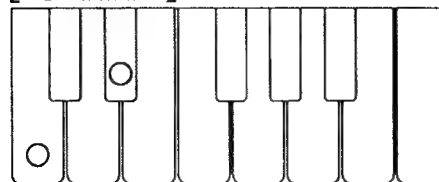
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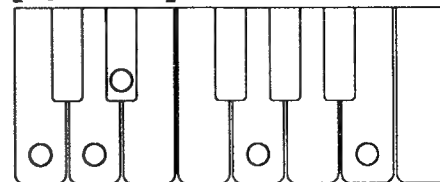
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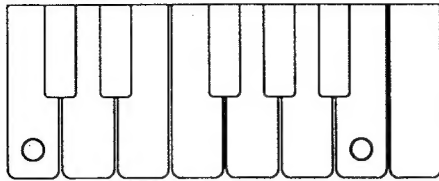
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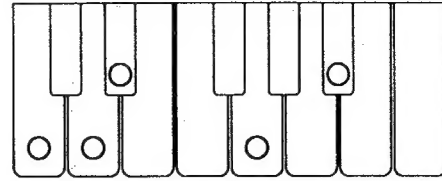
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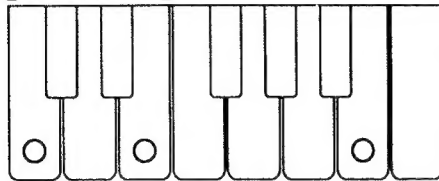
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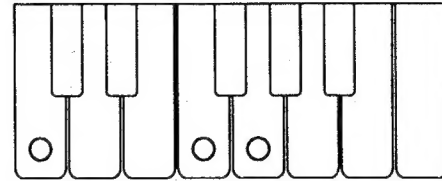
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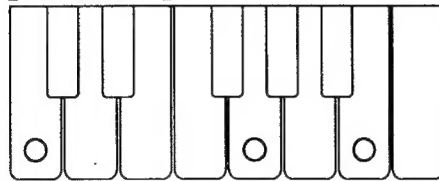
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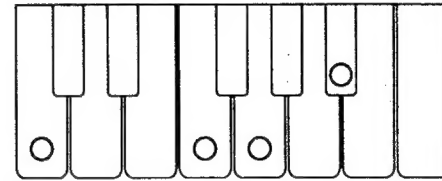
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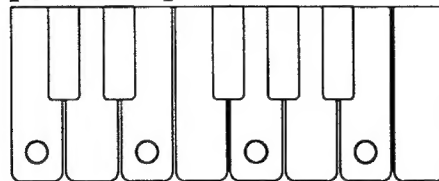
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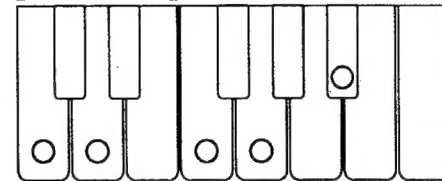
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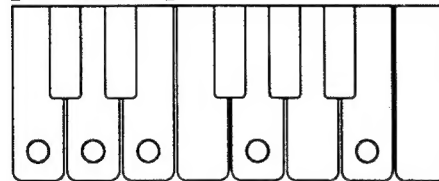
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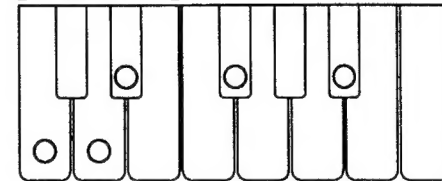
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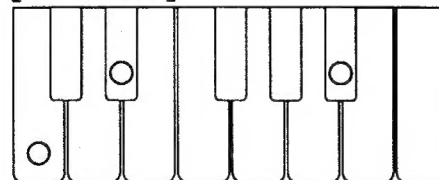
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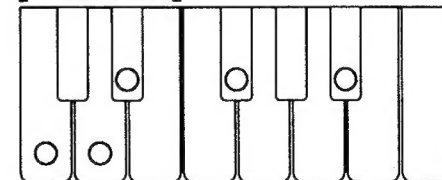
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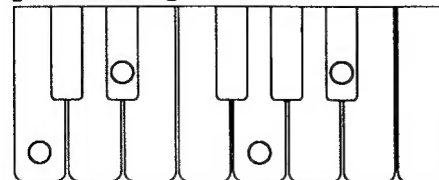
[C MIN7]



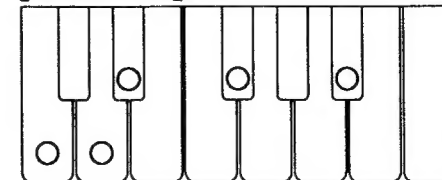
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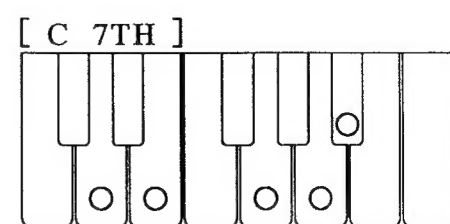
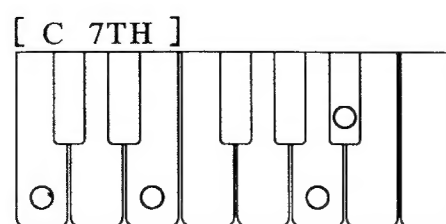
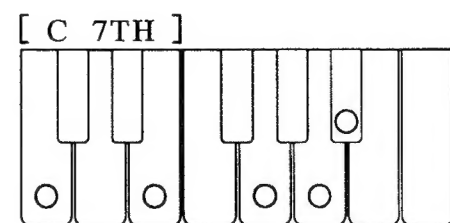
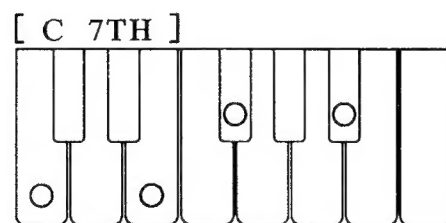
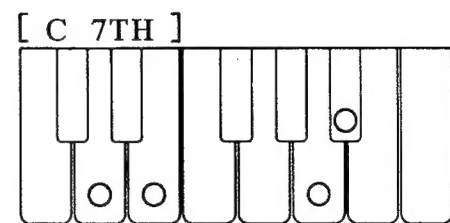
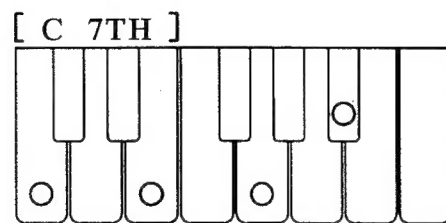
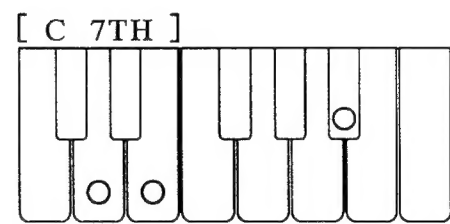
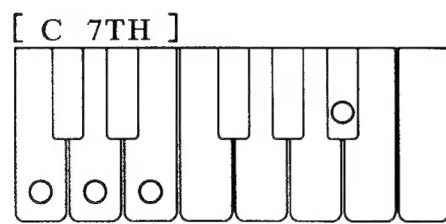
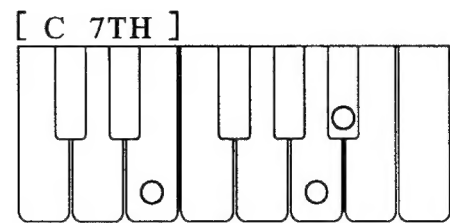
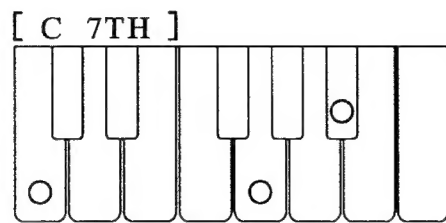
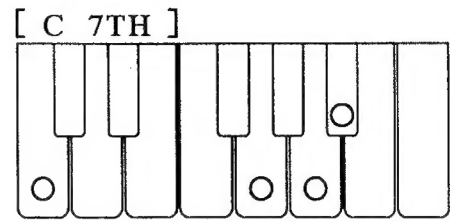
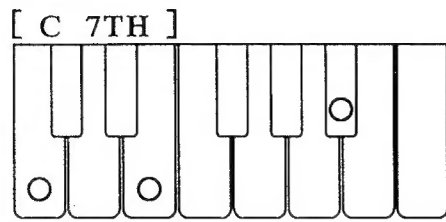
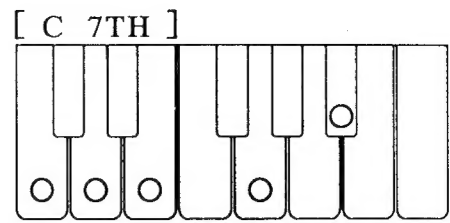
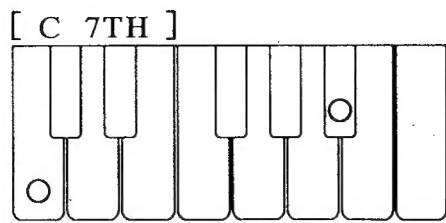


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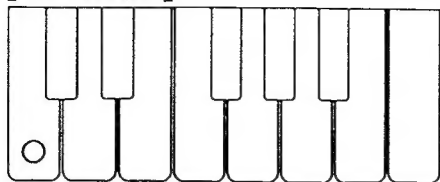


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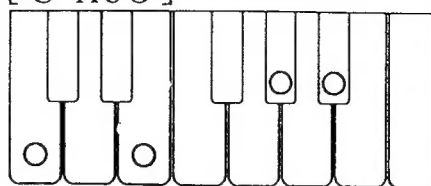




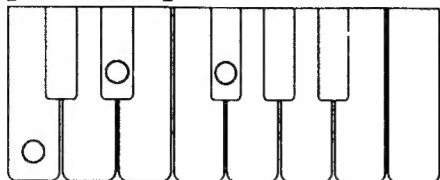
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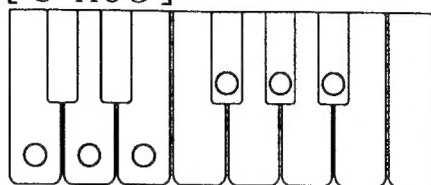
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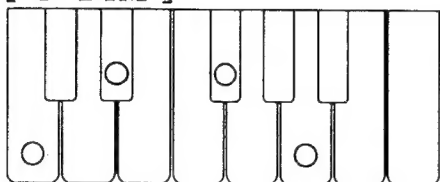
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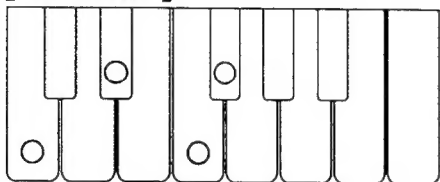
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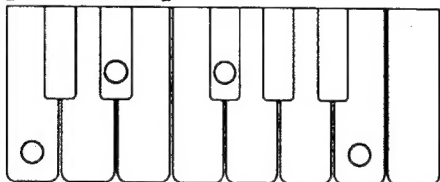
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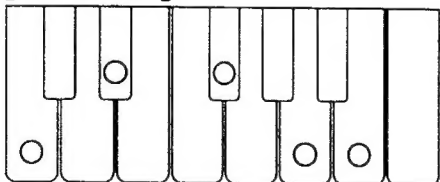
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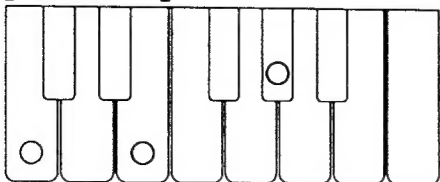
[C DIM]



[C DIM]



[C AUG]



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